

ISSUE NO.
281
JULY
AUG/SEP PRE-ORDER

GTM

GAME TRADE MAGAZINE



PATHFINDER SECOND EDITION REMASTER PROJECT



\$3.99 US \$3.72 CAN



PRINTED IN CANADA

IN THIS ISSUE:

- INTRODUCING HEROCLIX'S FIRST EVER MEGA SET, WITH 75 FIGURES TO COLLECT, *DC HEROCLIX: NOTORIOUS* IS ONE OF WIZKIDS' BIGGEST SETS EVER!
- FOLLOW THE WHITE RABBIT INTO A HIDDEN WORLD IN UPPER DECK'S *LEGENDARY® ENCOUNTERS: THE MATRIX!*

UNBOXED

- COMING THIS FALL -

EMBARK ON A PUZZLING ADVENTURE TO DISCOVER THE GAMES OF AN ANCIENT CULTURE

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2023!**



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COVER STORY



Introducing The Pathfinder Second Edition Remaster Project

Coming this fall, your *Pathfinder* RPG experience will “level up” beginning with the release of all-new sourcebooks featuring consolidated core rules, errata, and other key information for your next tabletop adventure!

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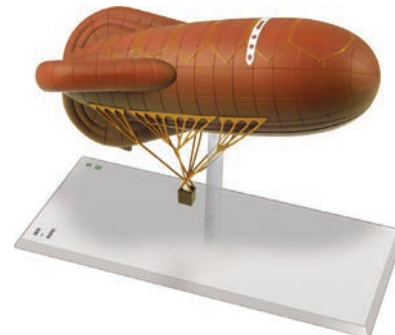
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Greetings Dear Readers!

Welcome to your July 2023 edition of *Game Trade Magazine*!

Summer is upon us and we're gearing up for an exciting show season here in the ol' GTM bullpen.

This month, the spotlight is on some very exciting releases coming soon as we go behind the scenes with several publishers and see what they're cooking up for summer fun.

We start off with our friends at Paizo as they detail their plans to take the *Pathfinder* RPG to the next level (pun intended) with the *Pathfinder Second Edition Remaster Project*! This revolutionary evolution to the *Pathfinder Second Edition* universe will be a critical step in realizing the Open RPG Creative (ORC) license and is sure to be a fantastic addition to your RPG experience!

Speaking of fantasy, we go behind the scenes with the industrious Instigators as they provide a sneak peek at how Smirk & Dagger's first release, *Hex Hex*, has evolved into an all-new deck-building experience, *BEHEX*!

The spell-slinging action doesn't stop there – in Unstable Games' *Casting Shadows*, you gain spells and explore the world in order to unleash the hidden power within, while dodging adversaries and throwing a couple counterspells their way! All with the signature cuteness you've come to know and love from the team at Unstable Games.

Of course, if you prefer your summer gaming action to be more sci-fi, then look no further than Upper Deck's *Legendary Encounters - The Matrix*. Plug in, choose your avatar, and build your deck as you move between worlds on your quest to become the One.

And if you're looking to bring some of that big box office superhero action to your tabletop, well, our friends at WizKids have you covered with the latest *DC HeroClix* release, *Notorious*! Play as your favorite villains and see who's nefarious plans will rule the day!

There's so much gaming goodness in this issue, you're just going to have to check it all out for yourself!

Last, and certainly not least, if you happen to be at Gen Con Indy next month, swing by booth #108 and say "Howdy!" We look forward to seeing you all in Indy!

Game on,
-JG



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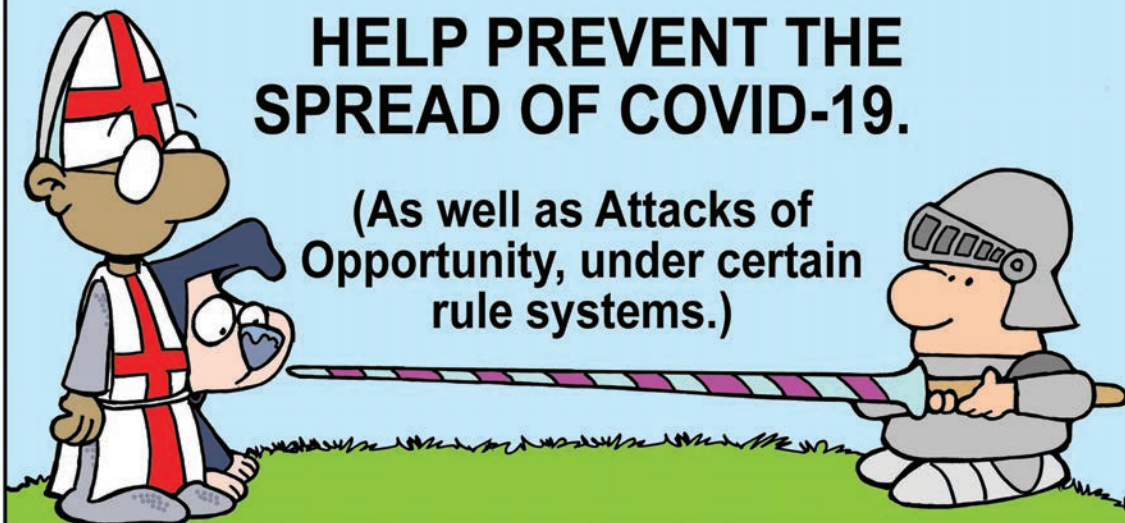
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 0810720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND10595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 91033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
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WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for something new and exciting! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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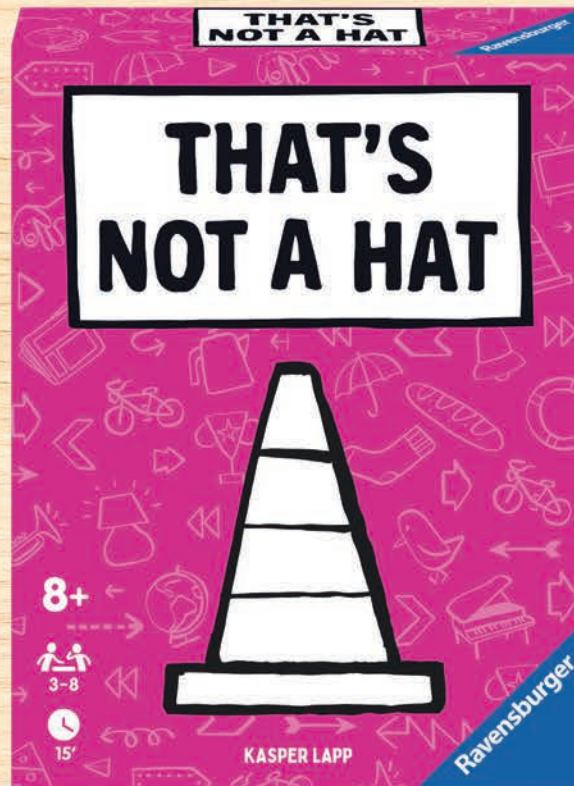


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UNSTABLE GAMES.COM

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lie with
confidence.

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Apple. Pancake. A-
Or was it pancake,
then apple...



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for you."



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the card indicates which
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PATHFINDER RPG: BESTIARY 2 HARDCOVER (P2)		
PZO 2104	\$49.99	Available Now!

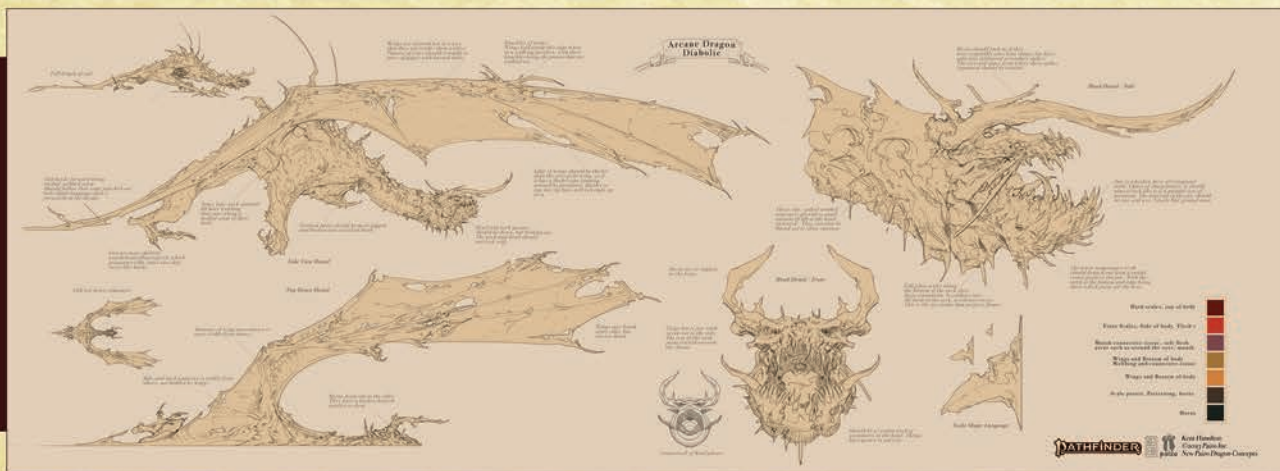
Calling all adventurers! Get ready to embark on an incredible journey through the realm of *Pathfinder* with the exciting new *Pathfinder Second Edition Remaster Project*. Paizo, renowned publisher of tabletop roleplaying games, is thrilled to present the release of four new hardcover rulebooks that will revolutionize your *Pathfinder* Second Edition experience. These remastered books are designed to provide a fresh entry point into the world of *Pathfinder*, making the game easier to learn and more enjoyable to play than ever before. Let's dive into the details and discover what awaits you!

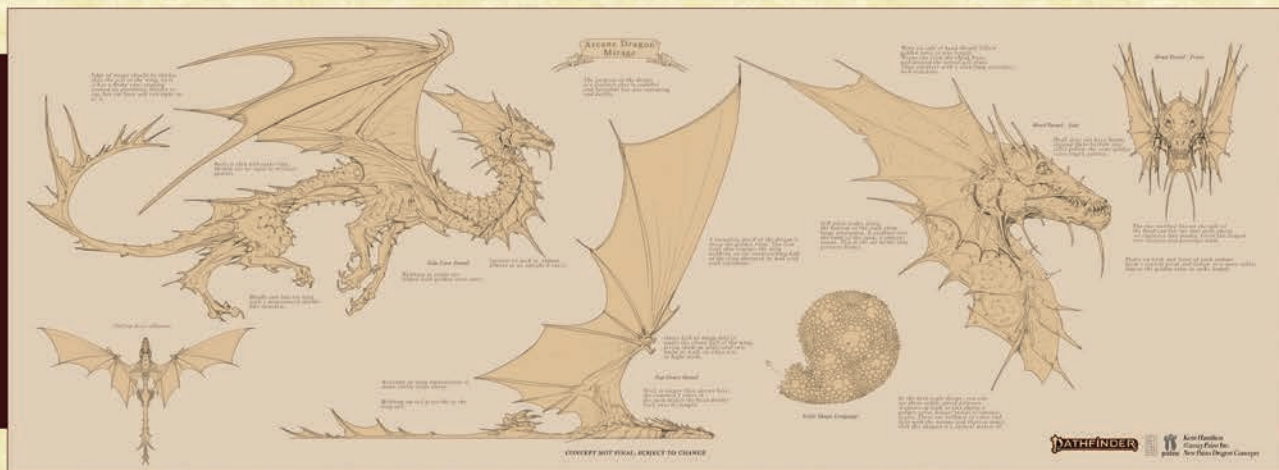
The *Pathfinder Second Edition Remaster Project* features four essential books: *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, and *Pathfinder Player Core 2*. The first two books, *Pathfinder Player Core* and *Pathfinder GM Core*, are set to release this November. The remaining volumes, *Pathfinder Monster Core* and *Pathfinder Player Core 2*, will follow in March 2024 and July 2024, respectively. These new rulebooks are fully compatible with existing *Pathfinder* Second Edition products, incorporating comprehensive errata, rules updates, and the best additions from later books. With streamlined presentations inspired by years of player

feedback, the *Pathfinder Remaster Project* sets a new standard for accessibility and immersion.

Are you worried that your existing *Pathfinder* *Second Edition* books will become obsolete? Fear not! The *Pathfinder Second Edition* core rules system remains unchanged, and the vast majority of the rules themselves will remain the same. The remastered books consolidate key information from the *Core Rulebook*, *Gamemastery Guide*, *Bestiary*, and *Advanced Player's Guide* into unified volumes. For example, *Pathfinder Player Core* will gather all the crucial rules for each featured class in one convenient place. Your existing books are still valid; these new editions just offer a consolidated and enhanced experience.

The *Pathfinder Second Edition Remaster Project* also marks a transition to the Open RPG Creative (ORC) license, a more stable and reliable alternative to the previous Open Game License. This shift will bring a few minor modifications to the system, such as the removal of alignment and a small number of creatures, spells, and magic items exclusive to the OGL. Rest assured, these elements will remain a part of the *Pathfinder* Second Edition rules and are fully compatible with the new remastered system. However, they will not appear in future *Pathfinder* releases.





If you're a digital content enthusiast, Paizo has you covered! The company is working with its digital partners to integrate the new system updates seamlessly. The updated rules will also be uploaded to the Archives of Nethys as usual, ensuring that legacy content remains accessible online.

For those who love the tactile experience of physical books, the *Pathfinder Second Edition Remaster* books offer an exciting variety of options. In addition to regular hardcovers, Paizo is planning *Special Editions*, *Pocket Editions*, and *Hobby Retailer Exclusive* covers. *Special Editions* will be bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark, while softcover *Pocket Editions* will provide a portable and affordable alternative. Stay tuned for more information on these unique editions!

Now, let's talk about the stunning cover art for the *Pathfinder Second Edition Remaster Project*. Sketches for the *Pathfinder Player Core* and *Pathfinder GM Core* hardcovers were unveiled to hobby game retailers and distributors at the GAMA EXPO. Created by acclaimed *Pathfinder* cover artist Wayne Reynolds, these illustrations are nothing short of extraordinary! Wayne's sketches showcase his incredible attention to detail and ability to capture the essence of *Pathfinder's* world. To celebrate his exceptional artwork, Paizo is bringing Wayne's sketches directly to your game table. In addition to the standard fully painted covers, the *Pathfinder Second Edition Remaster Project* will offer Hobby Retailer Exclusive sketch-cover editions of the rulebooks. These limited-edition versions will be available exclusively at hobby retailers worldwide for the first four months after their release. For folks who don't have access to a local game store, Paizo will also retain a small number to sell on **paizo.com** after the exclusivity period ends. So don't miss the opportunity

to secure your unique sketch-cover editions and support your local game store!



But that's not all — prepare to be amazed by *Pathfinder's* new dragons! Each sketch cover debuts a brand-new type of official *Pathfinder* dragon that will appear in the upcoming *Pathfinder Monster Core* book, set to release in March 2024. These awe-inspiring dragons were developed from concept art by Kent Hamilton, Paizo's in-house concept artist. Take a look at Kent's preliminary dragon concept designs and get ready to encounter these magnificent creatures in your *Pathfinder* adventures!

Pathfinder Society Organized Play, the immersive and engaging campaign experience, will seamlessly incorporate the new rules as they become available. The *Pathfinder Second Edition Remaster Project* will not disrupt ongoing campaigns, and any conflicts between new and legacy sources will be addressed by campaign management to minimize disruptions to player characters and the campaign itself.

Curious about what lies ahead? In addition to the four announced Remaster books, Paizo's regular schedule of *Pathfinder* releases will include exciting projects like the *Pathfinder Rage of Elements* and *Howl of the Wild* rulebooks, the *Lost Omens Tian Xia World Guide* and *Character Guide*, monthly *Adventure Path* installments, and other surprises waiting to be unveiled.

Excitement is in the air as Paizo introduces the *Pathfinder Second Edition Remaster Project*. With its streamlined presentation, improved accessibility, and host of new features, this project will undoubtedly elevate your *Pathfinder* experience to new heights! So, gather your party, select your gear, and prepare to immerse yourself in a world of adventure like never before. The *Pathfinder Second Edition Remaster Project* is ready to lead the way into a realm of endless possibilities!

...

Aaron Shanks is the Director of Marketing at Paizo. Author credit goes to Paizo's editorial team, as our tabletop roleplaying games are collaborative, both around the table and the virtual office.

HEROCLIX
**NOTORIOUS THIS SUMMER,
THE VILLAINS REIGN!**

DC HEROCLIX: NOTORIOUS BOOSTER BRICK

WZK 84032 \$169.90 | Available Q3 2023!

Outlaws. Criminals. Supervillains. Malefactors. Bad Guys. Goons. DC *HeroClix: Notorious* has them all! We are thrilled to unveil HeroClix's first ever MEGA SET, including an unprecedented 75 figures to collect! This set brings some of the most diabolical denizens of DC Comics to HeroClix, including infamous rogues for Batman, Superman, The Flash and more! Let's look at a few of the special themes you will find throughout *Notorious*:

UNLEASH THE GOONS OF GOTHAM!

Some of the most successful villains never have to get their hands dirty! *DC Comics HeroClix: Notorious* has a great selection of henchmen to call on for your various nefarious deeds. When characters with the Expendable Goon trait are KO'd by an opposing character, you can roll a d6 after resolutions. Successful rolls will generate a character with an Expendable Goon trait on its 15-point starting line and sometimes provide you with a thematic bonus. Immerse yourself in the Gotham City Underworld by deploying members of your loyal posse to carry out your plots!

GOOD GUYS GONE BAD

The Absolute Power storyline imagines a startling alternate reality in which two of the greatest heroes of all time, Batman and Superman, instead become two of the most powerful villains. The Legion of Super Villains – led by Lightning Lord, Saturn Queen, and Cosmic King – pull off a scheme to eliminate the Justice League of America. They spare young Batman and Superman, who they raise as ruthless dictators of the new world. What follows is an epic struggle that transcends time and space as the fate of the world hangs in the balance!



DC HEROCLIX: NOTORIOUS PLAY AT HOME KIT

WZK 84034 \$19.99 | Available Q3 2023!

BAD GUYS GONE GOOD

The Suicide Squad is a group of imprisoned super-villains who perform high-risk missions for the government in exchange for shorter prison sentences. Their commander is Amanda Waller, who runs the organization out of Belle Reve, a prison for metahuman fugitives. The roster for the squad constantly changes, but you can always count on the line-up to include some of your favorite baddies.

VICTORY IN THE CROSSHAIRS

When a treacherous task requires efficiency and skill, an astute criminal mastermind often turns to the aid of an assassin! *DC Comics HeroClix: Notorious* is full of discreet professionals with The Target trait. At the beginning of the game, friendly characters with this trait will allow you to assign a Target token to an opposing character. When a friendly character with the Assassin keyword KO's an opposing character with a Target token, your force will score 25 victory points. It's good to be bad!

THE CLASSIC CRIMINALS

The Legion of Doom is perhaps the most prestigious band of bad guys the world has ever known. Villains of every flavor gather in the Hall of Doom to dream up devious schemes and plots of world domination. Infamous members include Lex Luthor, Black Manta, Brainiac, and so many more. Build the evil theme team of your dreams – or nightmares!

HARLEY'S GANG

The *Harley Quinn Animated Series* from HBO-Max follows the misadventures of Harley and her gang of lovable misfits after a split from the Joker. As her first act of independence, Harley Quinn is determined to prove herself as a competent villain and join the Legion of Doom. As she struggles to find her own identity, she bonds with Poison Ivy and her new friends, including Sy Borgman and Frank the Plant. Harley and her crew are ready to kick butt and take names in Gotham City!



ROBO RALLY



Robo Rally is Back! Gentle-Robots... Start Your Microprocessors!

ROBO RALLY

RGS 02576 \$50.00 | Available August 2023!

Robo Rally, the original programming game of robotic chaos, by designer Richard Garfield, originally debuted in 1994. In the past 25+ years, there have been several versions released, each with their own quirks, upgrades, and tweaks. The core gameplay, however, has remained unchanged: program your robot using movement cards to race around a factory with a goal of reaching a certain number of flags placed around the course. Be the first to do so and you win! Sound easy? It's not! Getting in your way will be plenty of hazardous obstacles, including pits, lasers, spinning gears, pushers, and conveyor belts! If that wasn't enough, the other robots competing are equipped with lasers and are going to get in your way and push you off course! This formula has captivated gamers for years. An accessible and fun theme, high player count, and easy to understand mechanics have made this a classic in the board game hobby.



Renegade Game Studios is proud and excited to be launching a new version of the *Core Box* for *Robo Rally* in August 2023, since many of the staff have been long time fans. The new version introduces all-new artwork by Gonçalo Lopes, and 6 pre-painted robot figures. Four all-new double-sided factory boards can be combined for over 80 possible race course configurations. For anyone new to *Robo Rally*, this is a great place to start!

For long time fans, we have some great news as well. Renegade's Senior Designer Matt Hyra was the Lead Developer on the project. Any changes to the gameplay were reviewed and approved by Richard Garfield and were tested by a large group of die hard fans. Here are some details that will entice experienced *Robo Rally* players:

- **Backwards Compatible** - The Factory Boards are 12x12 spaces, meaning they can be used with any of the classic boards you may have in your collection.
- **Streamlined Gameplay** - The priority system has been updated to make gameplay faster. Shutdowns are back and are easier than ever – no more declaring it ahead of time... or forgetting to. Individual program decks speed up each turn and reduce randomly bad "all rotate" draws.
- **New Upgrade System** - Similar to 2016 edition, but instead of a communal market of Upgrade cards, each player will have a hand of private Upgrade cards to choose from, and can spend energy to install them and/or draw additional Upgrades.



- **Revised damage system.** SPAM is back, but a new type of damage has been added called Haywire. Haywire damage is placed into the register in which you drew it and will resolve during the next round. A Haywire card might say something like "Move 1, Rotate Right, Move 1." If you play your cards right, you might turn that negative into a positive!



While Renegade Game Studios is thrilled to be re-launching the *Core Box* in August, that's not all they have planned for the *Robo Rally* game line! There will be two new expansions releasing in Q4 2023, called *Wet & Wild* and *Chaos & Carnage*. Each expansion will be \$20 MSRP and will add 3 new double-sided Factory Boards and 5 new upgrade cards. For long-time fans, these expansions can be seen as a re-imagining of the classic 1995 *Robo Rally* release *Armed & Dangerous*. The six boards from *Armed & Dangerous* are included (3 in each expansion), along with three all new boards using the theming and board elements from the classic boards. *Wet & Wild* will feature Water spaces (with Drains & Currents), Crushers, and Ramps & Ledges. *Chaos & Carnage* will include Teleporters, Randomizers, and Crushers. Even more expansions are already in the works for 2024. It's a

great time to be a *Robo Rally* fan!

Whether you're a newbie, or a grizzled veteran, start your microprocessors and get ready to race! Program your robot to tag checkpoints, gather helpful upgrades, and turn this dreary old warehouse



into a fabulous fast and frenzied fun factory!



Dan Bojanowski is the Senior Producer for Renegade Game Studios



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Magnets are the future and the future is now! Remember the olden days, when to really protect a card you had to screw two slabs of plastic together? No longer! Now you can have instant card protection at the tip of your fingers with new Magna-Armor cardholders from Ironguard Supplies. Give the special treatment to that card you've always treasured, protecting it from dings, dents and the burning rays of the sun at the click of a magnet. And remember that taking it out is as easy as putting it in, meaning you can still use it to lay the smack down on an opponent. Enjoy the future of collecting!



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BATTLEZOO BESTIARY

STRANGE AND UNUSUAL

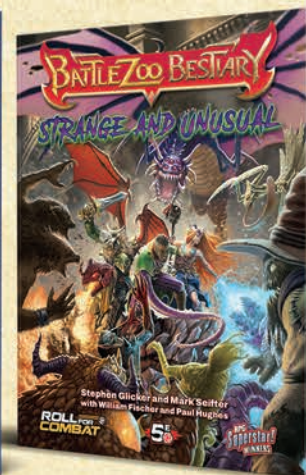
ROLL FOR COMBAT

BATTLEZOO BESTIARY: STRANGE & UNUSUAL (5E)
RFC 23021\$49.99 |

Battlezoo Bestiary Strange and Unusual contains over 150 weird, bizarre, and innovative creatures for both 5th Edition and Pathfinder 2nd Edition, composed of the winning entries from the 2021 RPG Superstar contest! Some of this year's top monsters include a vampire's missing reflection, a fairy construct composed of gnomish cooking utensils, and an ooze formed from the congealed laughter of a trickster deity. But there's creatures of every shape and size, from the minds of exciting new Tabletop RPG talents. Inside you'll find odd and unprecedented monsters, including golems who produce random effects or exist in multiple locations at once. But not is all as it appears; there are swarms that disguise themselves as coins, bugs that attach themselves to your feet as an extra toe, and even a liquid creature with a fish-shaped head that disguises itself as a fish in a bowl. I gave every award-winning creature in the book an in-depth tune-up and design pass to bring out their maximum potential and tweak them to perfection, using my professional experience creating and developing thousands of monsters, including all three *Paizo Bestiaries* for *Pathfinder 2nd Edition*. Each creature has gorgeous full-color art, an interesting sidebar, and the name of the author, along with their prize, so you can see who wrote your favorite creatures.

Alongside this fresh batch of outrageous new monsters, there's plenty of additional content to excite players and game

BATTLEZOO BESTIARY: STRANGE & UNUSUAL (P2)
RFC 23020\$49.99 | Available Q4 2023!



masters alike! In keeping with the theme of strange and unusual, we've included outlandish and rare backgrounds like horror's godchild, for characters who have an eldritch godparent, with all the potential for mishaps that entails. Meanwhile, the aberrant soul archetype is perfect for players who prefer a character slowly transforming into an aberration, mind, body, and soul.

As if that wasn't enough, we've expanded our extremely

Zara's Journal: Blink Drake

As we headed into the chamber, we spotted some sort of purple dragon. At first, it didn't seem like there was much need to worry, as the dragon wasn't any bigger than Krueger, and it even looked lethargic and weakened, as if it had been recently ill. Underestimating, it turned out to be our first mistake. The dragon warped and blinked around the room with ease, stymying Krueger's attempts to pin it down. Meanwhile, as he cut into the dragon's body, the creature's distorted blood warped Krueger away—painfully too! Fortunately, Xan's tentacle's reach was able to keep up with the dragon's blinks and movements, and battering with a tentacle seemed to avoid the retributive blood. Even so, the dragon launched an explosion of rending portals that tried to rip us apart and send pieces of us every which way, leaving behind a dangerous zone of portals from which I had to retreat. We might

have lost to this weakened specimen without a few clutch spells. First, I landed a phantom pain spell on the creature early in the fight — picked up the token for it off a phantom beast; highly recommended! — which sickened the dragon, debilitating it further, and it seemed to be vulnerable to the ongoing damage from the spell. Second, I fired a few barrages of magic missiles after I noticed the dragon was blinking since magic missiles are effective against blinking creatures. That turned out to be correct, and the magic missiles added up. Between those, I managed to save the day. But what was this dragon? What was the source of its strange powers? It's a matter to investigate another day. For now, it had some delightful and powerful spells, so I'll get to pick between some of the highest-tier spells I can currently cast or even a few to learn for later. Decisions, decisions!

-Zara, Monster Mage



popular monster parts system in *Battlezoo Bestiary Strange and Unusual*, and this book is a perfect starting point. It includes all the rules you need to use the system plus new and unusual properties to imbue into your magic items using the parts you find from absolutely any monster, not just the monsters from this book. Spellcaster fans will also be excited by the new rules for refining magic staves out of monster parts.



Our iconic monster mage, Zara, has been writing a journal as she battles through dozens of the creatures from this bizarre bestiary alongside her long-time companion, the iconic vestige hunter Krueger and their new friend, the iconic aberrant soul Xan. What follows is a description of their battle with a blink drake, a nasty dragon that can easily teleport across the battlefield.



KEY TAKEAWAYS ABOUT BATTLEZOO BESTIARY STRANGE AND UNUSUAL: A MASSIVE TOME OF OVER 150 MONSTERS

- Award-winning monsters by RPG Superstar contest winners, with design and development work by Pathfinder 2e co-creator Mark Seifter
- Four new strange and unusual backgrounds
- Aberrant soul archetype to slowly transform into a monster
- Full monster part system rules and new rules for refining magic staves
- Twenty-two new properties and paths to imbue into your magic items.



...

Mark Seifter has been the design lead on over 100 Tabletop RPG game titles and worked on even more for various companies in the Tabletop RPG industry, including Paizo. Some of his credits as primary design lead include Pathfinder 2nd Edition Game-mastery Guide and Pathfinder 2nd Edition Advanced Player's Guide. He was one of the four leads in creating Pathfinder Second Edition. You can check out Mark's Twitch stream, Arcane Mark, with Linda Zayas-Palmer at [twitch.tv/arcanemark](https://www.twitch.tv/arcanemark).

FALSE TARRASQUE

SILVER AWARD
RPG SUPERSTAR 2021
BY NATHAN WRIGHT

HEY, THAT'S NOT A TARRASQUE!

A false tarrasque has numerous tells in its disguise, the most obvious being that despite its size of the false image is often too small. Keen eyes may also note that the fire elemental's flames set nothing alight or the tarrasque's hurred spines vanish after impact.

A false tarrasque's inability to speak also betrays any disguise of more sophisticated creatures like dragons. But even so, most people don't have time to notice these small details while they're running away in terror.



Despite their name, false tarrasques do not necessarily take the form of tarrasques. The tarrasque is merely their most infamous disguise, since a false tarrasque can take any titanic form they wish. False tarrasques' intelligence may be more primal than scholarly, but they know a surprising amount of information about the most fearsome monsters of the world and use this to shape their disguises, taking the time to learn the best form to take in a given area. Younger and less experienced false tarrasques typically become monstrosously large versions of ordinary animals they've seen, such as spiders, snakes, or wolves, while older ones favor either universally feared creatures like ancient dragons or titanic golems or creatures feared in the specific folklore of the region.

The first false tarrasques originally took the shape of jabberwocks. They were granted their powers by a fey lord, who used them to prank her rival by sneaking them into his balls and ceremonies to have them assume their titanic form and terrify all present. She successfully pulled off this prank on six occasions, and on the seventh, she arranged for an actual jabberwock to be teleported in. The utter destruction of her rival's estate and the widescale butchery of all present at the claws of a true beast when her rival expected yet another harmless figment was viewed as both a brilliant political move and a hilarious prank by the survivors.

FALSE TARRASQUE

Tiny fey, unaligned

Armor Class 12

Hit Points 17 (5d4 + 5)

Speed 30 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 5 (-3)

WIS 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Intimidation +5, Performance +5

Senses darkvision 30 ft., passive Perception 12

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Illusory Attack (Recharge 5–6). The tarrasque creates a truly colossal illusory attack, which can appear to deal any damage type. In the tarrasque's normal form, Illusory Attack is a 10-foot cone, but while Titanic Transformation is active, Illusory Attack is the tarrasque's choice of a 30-foot cone, a 60-foot line that is 5 feet wide, or a 10-foot-radius sphere with a range of 90 feet. Regardless of the area affected or the type of damage the attack mimics, a creature in the area must make a DC 13

Wisdom saving throw, taking 4 (1d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that succeeds on this save realizes that the attack is an illusion and makes future Saving Throws against Illusory Attack with advantage.

Titanic Transformation (1/Day). The tarrasque assumes a monstrous appearance of its choice, magically increasing its size to Gargantuan. While transformed in this way, the reach of the tarrasque's melee attacks increases to 10 feet, but its statistics are otherwise unchanged.

REACTIONS

Flee. While the tarrasque's Titanic Transformation is active, when a creature targets the tarrasque with an attack but before the attack is resolved, the tarrasque magically becomes invisible until the end of its next turn, and the Titanic Transformation ends.



Spellfilchers are a small type of fey that delight in mischief. They seem to have an innate understanding of which minor magics would be missed the most if they were gone. Spellfilchers claim to be born out of the jealousy of the magically inept for more skilled magicians. If this is true, it means that more powerful spellfilchers likely exist, which would be capable of stealing more powerful magic.

Spellfilchers are tiny creatures that possess the upper half of a colorful dragon that carries a tiny wand, while their lower halves trail off into sparks of mystical energies.

Spellfilchers treasure their wands. They can replace a lost or stolen wand with one day of work, but they are loathe to do so and bargain dearly to get back a wand that belongs to them.

SPELLFILCHER

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 31 (7d4 + 14)

Speed 25 ft., fly 40 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 14 (+2) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Arcana +4, Deception +4, Religion +4, Sleight of Hand +4, Stealth +4

Senses darkvision 30 ft., passive Perception 11

Languages Common, Draconic, Sylvan

Challenge 1 (200 XP) **Proficiency** +2

Glean Magic. The spellfilcher can sense the presence, though not the location, of spellcasters within 60 feet.

Innate Spellcasting. The spellfilcher's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect magic*, *light*, *minor image*, *prestidigitation*, *ray of frost*, *shocking grasp*

ACTIONS

Fae Wand. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage. The spellfilcher can instead choose to deal no damage, in which case the spellfilcher remains hidden if it was hidden from the target prior to making the attack.

Also on a hit, the spellfilcher can steal a 1st-level or 2nd-level spell of the spellfilcher's choice from the target, provided the target has the ability to cast spells. The target must have that spell prepared or known, or have the innate ability to cast the spell a number of times per short or long rest. The spellfilcher gains the spell as a spell it can cast innately once per day. It can gain up to three 1st-level and three 2nd-level spells in this way. If the spellfilcher steals a spell, the target must make a DC 12 Wisdom saving throw. On a failed save, the target loses a spell slot of the appropriate level (if it casts the spell using spell slots) or a daily use of the stolen spell (if it can cast the spell a certain number of times per rest).

Cast Stolen Spell. If the spellfilcher is holding its wand, it casts a spell that it has stolen. It can substitute its wand for any material components required by the spell. The spell disappears from the list of spells the spellfilcher can cast innately once per day.

REACTIONS

Spell Siphon. When the spellfilcher succeeds on a saving throw against a 1st-level or 2nd-level spell and rolls a 20 on the save, it steals the triggering spell as if it had hit the target with its fae wand.

SPELLFILCHER

COPPER AWARD
RPG SUPERSTAR 2021
BY CARLOS H. CARO



STEALING FROM A THIEF

The spellfilcher's fae wand only works for the spellfilcher, so creatures who take one cannot use it to steal spells. However, if the spellfilcher stole a spell and has not cast it yet, the wand functions as a scroll of that spell at the appropriate level and crumbles to dust after casting the spell. Destroying a wand in this way greatly upsets the spellfilcher, so bargaining with it is usually more advantageous.



GOBLIN CIRCUS TROUPE

SILVER AWARD
RPG SUPERSTAR 2021
BY RODNEY SLOAN

CULTURE SHOCK

The number one piece of guidance for those about to experience a goblin circus troupe is: do NOT pelt the troupe with rotten vegetables. Goblin culture considers this expression of displeasure to be a sign of approval instead. Excited troupe members may be so thrilled by the audience participation that they bring offenders into the act. These kidnappings have put a new spin on the concept of running away to join the circus.

Goblin acrobats, bomb jugglers, fire eaters, dog tamers, clowns, and musicians form a goblin circus troupe led by a ringmaster. When left to their own devices, the troupe leaps and cartwheels around, banging their instruments and making an awful noise. Anyone who doesn't applaud loudly enough—and the troupe can't hear much over their din—gets pelted with whatever the goblins have on hand, which usually includes bombs and random circus props.

With their courage bolstered by their numbers, goblin circus troupes love to perform in densely populated human cities where the city watch has difficulty keeping them under control.

GOBLIN CIRCUS TROUPE

CREATURE 6

CE GARGANTUAN GOBLIN HUMANOID TROOP

Perception +11; **darkvision**

Languages Goblin

Skills Acrobatics +13, Athletics +13, Nature +11, Performance +14

Str +4, **Dex** +5, **Con** +4, **Int** +1, **Wis** +1, **Cha** +2

Cavorting Tide The goblin circus troupe is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

AC 23; **Fort** +14, **Ref** +17, **Will** +11

HP 90 (16 squares), **Thresholds** 60 (12 squares), 30 (8 squares); **Weaknesses** area damage 10, splash damage 5

Cacophonous Aura (auditory, aura, mental) 30 feet. Whenever a living creature within the aura starts its turn, the creature must attempt a DC 21 Will save.

Critical Success The creature is immune to this ability for 1 hour.

Success The creature is unaffected.

Failure The creature is stupefied 2 until the end of its next turn.

Critical Failure The creature is stupefied 2 for 1 minute.

Troop Defenses

Speed 25 feet, troop movement

Encore! ♦♦♦ (auditory, mental, visual)

Requirements No enemy is within 10 feet of the goblin circus troupe. **Effect** The goblin circus troupe puts on the show of their lives. Creatures within 120 feet that can see and hear the goblin circus troupe must attempt a DC 24 Will save.

Success The target is unaffected.

Failure The target is fascinated by the goblin circus troupe for 1 minute.

Critical Failure The target is fascinated by the cavorting troupe and stupefied 2 for 1 minute.

Form Up ♦

Pelt Them! ♦♦♦ The goblin circus troupe pelt their target with a volley of stones, bombs, and random props. This volley is a 10-foot burst with a range of 30 feet that deals 2d8 bludgeoning damage and 2d4 fire damage (DC 21 basic Reflex save). When the goblin circus troupe is reduced to 8 or fewer squares, this area decreases to a 5-foot burst.

Smash Them! ♦ to ♦♦♦ **Frequency** once per round; **Effect** The goblin circus troupe engages in a coordinated attack against each enemy in their squares and within 5 feet (DC 21 basic Reflex save). The damage depends on the number of actions. ♦ 1d8 bludgeoning damage and 1d4 fire damage ♦♦ 1d8+7 bludgeoning damage and 1d4 fire damage ♦♦♦ 1d8+11 bludgeoning damage and 1d4 fire damage

Troop Movement Whenever the goblin circus troupe Strides, the troupe first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves. This works just like a Gargantuan creature moving; for instance, if any square of the troupe enters difficult terrain, the extra movement cost applies to the whole troupe.



Blink drakes are dragons infused with teleportation magic. Their personalities and behaviors vary wildly. While some blink drakes are capricious and playful, playing pranks and stealing as suits their whims, others are vicious and aggressive, using their teleportation abilities to methodically assassinate their foes. Blink drakes are small, even compared to their weaker drake cousins—barely the size of a human—but their magical powers make them a dangerous and elusive foe. Those who would face a blink drake are advised to either bring force effects or else some kind of magic to prevent the creature's constant teleportation.

BLINK DRAKE**CREATURE 11**

RARE N MEDIUM DRAGON

Perception +20; darkvision

Languages Draconic

Skills Acrobatics +23, Athletics +21, Deception +19, Intimidation +21, Stealth +25

Str +4, Dex +7, Con +5, Int -3, Wis +3, Cha +2

Practiced Transposition A blink drake gains greater effects from teleportation magic. It can teleport up to twice the usual range with its teleportation spells, and if an effect would cause the drake to teleport to a space not of the drake's choosing (including from its own *blink* spell), the drake can instead choose any valid space within range to appear, or choose not to teleport. In order to subvert a foe's teleportation effect in this way, the drake must succeed at a counteract check with a counteract level of 6 and a counteract modifier of +20.

AC 29; Fort +20, Ref +26, Will +16

HP 190; Immunities paralyzed, sleep; Weaknesses

mental 10; Resistances all damage 8 (except force; from its constant *blink* spell)**Attack of Opportunity** ➤ tail only**Reactive Blink** ➤ (arcane, conjuration, teleportation)

Trigger The blink drake is targeted by an attack; **Effect** The drake shimmers and blinks away. It increases its resistance to all damage except force from *blink* against the triggering attack from 8 to 24. After the attack is resolved, the drake then teleports to an open space within 10 feet.

Warpblood ◆ (arcane, conjuration, force, teleportation)

Frequency once per round; **Trigger** The drake takes slashing, piercing, or persistent bleed damage. **Effect** Uncontrolled teleportation magic attempts to transpose things in unpredictable ways as it escapes the drake. Every creature adjacent to the drake must attempt a DC 27 Basic Reflex save against 2d6 force damage.

A creature that critically fails this save is teleported 10 feet in a random direction (similarly to the effects of Sustaining a *blink* spell).

Speed 20 feet, fly 50 feet**Melee** ◆ fangs +24 (finesse), **Damage** 2d8+10 piercing plus 1d8 force**Melee** ◆ tail +24 (agile, finesse, reach 10 feet), **Damage** 2d8+10 bludgeoning

Innate Arcane Spells DC 27; 6th *unexpected transposition*^{SoM}; 5th *blink charge*^{SoM} (×2); 4th *dimension door* (×2); **Constant (6th) blink**

Draconic Frenzy ◆◆ The blink drake makes two fangs Strikes and one tail Strike in any order.

Warping Breath ◆◆ The blink drake spits a ball of barely-restrained teleportation magic up to 60 feet that explodes into a 20-foot burst of rending micro-portals. Those in the burst take 10d6 force damage with a DC 30 basic Reflex save. The portals remain for 1d4 rounds as difficult terrain, and any creature that ends their turn in the area while they remain takes 3d6 force damage with a DC 27 basic Reflex save. The blink drake can't use Warping Breath while the portals remain.

BLINK DRAKE

COPPER AWARD
RPG SUPERSTAR 2021
BY JOSHUA WHITE

**MUTABLE MINDS**

Blink drakes' bodies are in constant flux from their incessant blinking, but that leaves their minds as their greatest weakness. Some scholars believe that blink drakes are more affected by mental attacks because they had to evolve mutable minds to keep up with everyday life while blinking. Others wonder whether someone or something might have been responsible for originally infusing blink drakes with magic and if that mysterious entity built in a weakness to exploit.





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Firelock
& Games

SPOTLIGHT

Blood & Plunder

TOURNAMENTS AND EVENTS

By MITCH REED



While there are many reasons to love **Blood & Plunder** from **Firelock Games**, one of the hidden features of this game makes it truly stand out: it is how it

is ready made for tournament or campaign play. This feature is ingrained in the game's DNA, from its balanced unit costs in list building to the well-designed scenarios that just makes play at events simple and fun.

While many players avoid tournaments, the **Blood & Plunder** community is one of the friendliest I have seen in all my years of gaming. The atmosphere at tournaments is very collegial and while all players want to win, they are more motivated by their shared love of the game than anything else. I think this is because the community at first had very few gamers who are new to miniatures; they came to **Blood & Plunder** for many reasons. First the period is unique, few games cover the early colonial American period with such detail. The second factor is that the rules are very intuitive and easy to learn, and as new players joined the **Blood & Plunder** frenzy, they found the old-heads very willing to help them learn the ropes, which is the third reason that the community behind this game is so strong.

Another big factor is that **Firelock Games** is supportive of tournament play. Mike and the crew always help tournament organizers with prize support, terrain and loaner armies to play with. All a prospective TO have to do is contact Firelock and as soon as the crew in Florida is done with their latest pirate raid, they will contact you and pledge their support.

Tournaments are just not for conventions, many local game stores hold tournaments and they are a great way to meet players in your local area. After running a few local tournaments myself, I was happy to see that the players who attended my event kept meeting up to play the game with the fellow players they first met at a my event. Events like this really helps grow the community and if you feel you are the only **Blood & Plunder** player in a region, ask your local game store to hold an event and you will see that in many cases other like you live nearby.

One of the aspects of tournament play is how players bring some very interesting lists to play with, which is yet another great aspect of the game I have covered here before on GTM. One tournament I really wanted to see how my Scottish list would do against a variety of lists and playing styles and my Scots brawled their way to a good finish. Once I felt I mastered playing with this list, it was time to try my Canadian Militia force and see how they would do against different lists.

If the tournament scene is not for you, I suggest trying a linked campaign that you and a group of fellow gamers can start a linked historical campaign in which players pick a faction and play a series of games over time. Events like this are often sponsored by and run globally by many of the online blogs that cover the campaign. Picking a single faction and playing the many lists within it really gives you the knowledge on how that faction fights as well as finding all the strengths and weaknesses certain lists have. Some gamers have told me that they would pick a specific period and region for their linked narrative campaigns and had a lot of fun playing for months on end.

No matter what interests you, playing in tournaments really a great way to learn **Blood & Plunder**. Sometimes a group will misinterpret rules and by playing gamers from other regions, they can really help them play the game better. One aspect that many games have is community and **Blood & Plunder** has one of best gaming communities behind it and it makes playing the game that much better.

I hope to see you at an event in the future. Mitch Reed can be found on NoDiceNoGlory.com, which features a lot of content on all the products from **Firelock Games** and can help you grow your community.

Fika

THE CLEVER COFFEE CARD GAME!



FIKA

25C 41000 \$14.99 | Available August 2023!

There's something cozy about curling up with a steamy cup of coffee and chatting with an old friend or colleague over life's recent happenings and bonding deeper friendships. The Swedish tradition of fika has remained popular since its emergence in the 19th century. If you're unfamiliar with fika, the concept is integral to Swedish culture. It means to stop and socialize over a cup of coffee and a few delicious pastries. This ritual began in the workplace in an effort to slow down and reduce accidents from tired and distracted employees. Now the act is socially compulsory and, if declined, down right offensive. With all this in mind, *Fika* encapsulates this special social contract in a smartly designed card game.

Fika (coming to US and CA retail in August 2023 from 25th Century Games) captures that same magic by inviting players to relax, sip their coffee a little slower, and share a cake with a friend - all while playing a brisk and fun game. Designed by Kwibus Gamedesign (Pieter Falun) and illustrated by Beth Sobel (Wingspan, Cascadia, Three Sisters), *Fika* is a cleverly designed 2 player card game that has players serving as cafe owners trying to earn more money than your opponent. Collect enough tips and you win the game!



Much like the spirit of this tradition, learning *Fika* is painless. In fact, it takes less time to get the rules down than it does to brew a cup of coffee!

1. One of the players selects the primary and secondary suits for the cards.
2. Both players select a card and reveal simultaneously. Players will put those cards into their tableau and choose whether or not to use the special effect.
3. At the end of the round, players check their cafe tableau and determine which objectives were fulfilled. If a Group card was placed in

front of it, your coin reward could be doubled or tripled! Add up all of your coins, whoever has the most earns the tip card.

4. Once a player gets 2 tip cards, they win the game!



The card play is interesting as players attempt to attract customers into spending money in their cafe. This often leads to clever card plays to sabotage your opponents' efforts. These kinds of plays are as satisfying as a gourmet cookie. With each card offering unique benefits and objectives, this little card game feels just a smidge heavier than what you'd think it does at first glance.

Most games take less than 20 minutes and serve as a perfect couples' game for both gamers and non-gamers. In my experience, this is one of those games that begs to be played over and over. In fact, this is already packed into my spouse and I's carry-on bag for an upcoming trip. A perfect pocket game with gorgeous art - what's not to love?

It's also a great filler game while waiting for a meal to be prepared at your favorite restaurant or to have your own fika over!

An interesting history to *Fika* is that it was originally designed for a print and play game and uploaded to BGG and other sites a few years ago. The design was very popular and garnered a lot of attention from fans that eventually it found a home with the European publisher, Board Game Circus. Shortly after being published, 25th

Century Games fell in love with this charming title and acquired rights to publish it in North America. I should mention that *Fika* was recently nominated for the *MinD Spielpreis* (by Mensa Germany) in the 2-player category.

With so much praise and recognition, *Fika* is attracting attention to just how amazing the game is and how wonderful the fika tradition is. Elegant and fast playing, *Fika* is an attractive game that just reminds you life has time for just one more game. I'll brew the coffee, you're welcome to join me over a round of *Fika*!



Mike Young is an avid board game enthusiast that divides his spare time between gaming with his lovely family and saving the kingdom of Hyrule. He's been in the board game industry for over 10 years and talks excessively about his passion for gaming.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #283

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 283\$3.99

ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

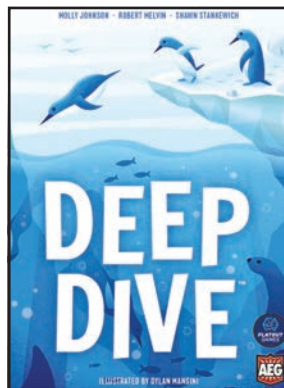
JUNK DRAWER

Players organize their junk drawer by carefully arranging various shaped items within the four sections. Each section has a unique organizational goal and each round, players must place one item in each section. At the end of the game, each section earns points based on how well they are organized. The player with the highest score wins. Scheduled to ship in September 2023.

25C 42000\$35.00



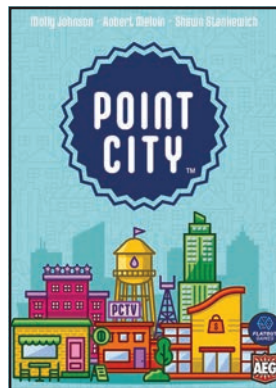
ALDERAC ENTERTAINMENT GROUP



DEEP DIVE

Deep Dive is a press-your-luck set-collection game in which you use your waddle of penguins to dive deep into the ocean to amass the most bountiful collection of food! Turns are simple: Flip over an ocean tile, and see what you reveal. You can take what you reveal in the shallows or dive deeper, hoping for a larger catch — but the deeper you go, the more plentiful the predators become. As you surface with food, you build sets of three colors. Target the colors you need to complete sets and score the maximum number of points.

AEG 1031\$24.99



POINT CITY

From the Flatout Games team that brought you the smash hit *Point Salad*, *Point City* is a fast and fun card drafting engine-building game for the whole family! There are over 150 unique building cards, so you can create a completely different city each and every time you play! *Point City* takes the simple concept of drafting cards and building the best combinations, and adds new layers of resource management and engine building to the mix!

AEG 1009\$24.99

ARCANE TINMEN

DRAGON SHIELDS: (100) BRUSHED ART (DISPLAY 10)



ALARIC

ATM 12089\$13.99



RAYALDA

ATM 12094\$13.99



ROWAN

ATM 12085\$13.99

DRAGON SHIELDS: (100) OUTER SLEEVES - (DISPLAY 15)



MATTE BLACK

ATM 13003\$13.49



MATTE CLEAR

ATM 13002\$13.49

ARES GAMES

SPOTLIGHT ON



QUARTERMASTER GENERAL 2ND EDITION: EASTERN FRONT

In June 1941, Germany invaded the Soviet Union, along with Finland, Romania, and other Axis nations. Germany was seeking another lightning victory, like those attained in Poland, France, and elsewhere: four years and millions of lives later, Soviet troops captured Berlin and forced Germany to surrender. *Quartermaster General: East Front* is the first 2-player game using the popular *Quartermaster General* game system and depicts the deadly struggle between the Soviet Union and Germany. The game is played over sixteen game rounds, each representing 3 months, starting in Summer 1941 and ending in

Spring 1945. is a fast-playing card-driven game which provides an in-depth look at one of the major operational theaters of the World War allowing players to recreate this historical conflict in less than 2 hours. Scheduled to ship in August 2023.

AGS ARTG024\$49.90



ASYNCRON

SPOTLIGHT ON



DEFCON 1

Defcon 1 is an historical and political wargame, set during the Cold War from 1950 to 1990, played on a beautiful 90 x 60 cm game board. This strategic board game is characterized by a gameplay that changes according to the number of players, ranging from a Frontal Shock Game game at 2 players to a semi-cooperative game with 4 players, ending with a secret objective game in the 5 player version. Scheduled to ship in January 2023.

AGS GED1798.....\$89.90

BANDAI CO.



FEATURED ITEM

BATTLE SPIRITS SAGA TCG: SET 03 AQUATIC INVADERS BOOSTER DISPLAY (24) (BSS03)

Blue spirits with great power such as War Gods are aiming to control each realm's sanctuary! Advancing the game state by focusing on nexuses, blue also has effects that can destroy your opponent's deck. New cards to strengthen existing archetypes for the other five colors make this the most diverse game meta yet. For this set only, blue is getting 4 types of X Rares and the other colors are getting 2 each! This lets you construct lots of different kinds of decks with the new color blue. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2698526.....PI



FEATURED ITEM

BATTLE SPIRITS SAGA TCG: STARTER DECK - BODIES OF STEEL DISPLAY (6) (ST06)

All 16 types of cards included are cards with brand new card text, exclusive to this starter deck! Combine them with cards from BSS03 to construct an even stronger War Gods deck. Both new and experienced players will love the powerful effects utilizing nexuses. Includes 2 X Rare cards (1 type x2) that are holo and textured like the X Rares in booster packs! We recommend that competitive players buy two of this deck. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2698527.....PI



FEATURED ITEM

DIGIMON CARD GAME

DIGIMON TCG: GIFT BOX 2023 (GB03) (DISPLAY 6)

A gift box that includes 4 packs of BT14 cards which have the new play mechanic! BT14 also has rare cards for maximum user desirability. Plus, there will be 4 types of promo cards, which will be highly sought after by core users! This box also includes an acrylic damage counter, back by popular demand. We also adjusted the size of the acrylic sheet to make it easier to use. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2691394.....PI



FEATURED ITEM

ONE PIECE CARD GAME

ONE PIECE TCG: ULTRA DECK DISPLAY (6) (ST-10)

Luffy, Law, Kid - the three captains are all here! The three captains bring with them many members of their crews, including Zoro and Killer! These powerful pirates are ready to support their captains in battle. This is the first red purple constructed deck in the series. This aggro deck features a well-balanced mix of effects that K.O. Characters and effects that add DON!! cards! Its powerful build can quickly produce results in competitive matches. Unbeatable features earn this deck its ULTRA status including all holo cards (8 types with holo and texture foiling, and 11 types with holo). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2705243.....PI

BEZIER GAMES



SCRAM!

After hiking a local trail, you and your partner have returned to a campsite completely ransacked by pesky critters. Team up to clear your campground of critters before your neighbors. Scram! is a fun & fast team based card game that plays 1 vs 2, 2 vs 2 & 3 vs 3! Each animal has a different card value, and many have a special action. Be careful, there may be critters who are still hiding and waiting for the right moment to present themselves! Call out "Scram!" when you think your team has the fewest animals in your campsite; but will your team be able to toss out the troublesome trespassers before your neighbors? Scheduled to ship in August 2023.

BEZ SCRAM.....\$9.95

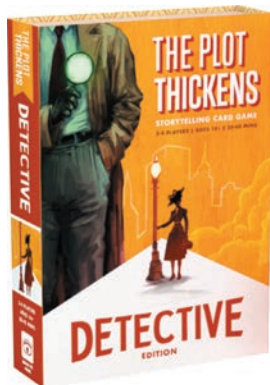
BRIGHT EYE GAMES

CORAQUEST

CoraQuest is an exciting and accessible cooperative dungeon crawling board game. Players work together to guide four adventurers exploring a dungeon, avoiding traps, finding treasure, fighting monsters, and sometimes rescuing a gnome called Kevin. CoraQuest is a game that kids and grown-ups can play together and get equal amounts of fun from. It's also a game that sparks creativity-providing encouragement and guidance on how to create heroes, monsters and adventures to make CoraQuest your own.

BEG CQU001.....\$40.00





THE PLOT THICKENS: DETECTIVE EDITION

The Plot Thickens is a storytelling game for quick-thinking, imaginative folks just like you and your friends. The object is to take your hand of story cards, (people, places and things) and lay out the tale of your character, and their fate! You'll earn plot points for every card you use to build your story, and every time you interweave with other's narratives. The storyteller with the most points gets to craft the ending as main character, while the person who connected the most to their cards gets to name the epic as the Author. What will your story be? Scheduled to ship in November 2023.

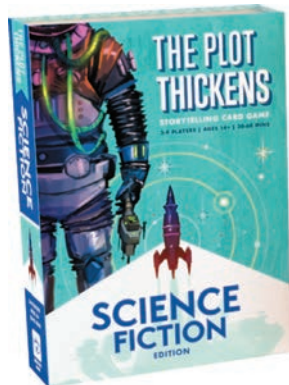
BEG TPT002\$25.00



THE PLOT THICKENS: ROMANCE EDITION

The Plot Thickens is a storytelling game for quick-thinking, imaginative folks just like you and your friends. The object is to take your hand of story cards, (people, places and things) and lay out the tale of your character, and their fate! You'll earn plot points for every card you use to build your story, and every time you interweave with other's narratives. The storyteller with the most points gets to craft the ending as main character, while the person who connected the most to their cards gets to name the epic as the Author. What will your story be? The Romance Edition throws you into your favorite paper back romance novel with muscle bound heroes, Manic Pixie Dream girls and a hooker with a heart of gold! Scheduled to ship in November 2023.

BEG TPT001\$25.00



THE PLOT THICKENS: SCIENCE FICTION EDITION

The Plot Thickens is a storytelling game for quick-thinking, imaginative folks just like you and your friends. The object is to take your hand of story cards, (people, places and things) and lay out the tale of your character, and their fate! You'll earn plot points for every card you use to build your story, and every time you interweave with other's narratives. The storyteller with the most points gets to craft the ending as main character, while the person who connected the most to their cards gets to name the epic as the Author. What will your story be? In the Sci-Fi edition you'll explore strange place, meet weird aliens and blast your way through asteroids! Scheduled to ship in November 2023.

BEG TPT003\$25.00

BROTHERWISE GAMES



OVERBOSS: DUEL (STAND ALONE OR EXPANSION)

In *Overboss Duel*, rival Boss Monsters go head-to-head to conquer the Overworld on a shared board. Each turn, players draft and place terrain tiles and monster tokens anywhere, even on their opponent's land! Their goal: to craft the map with the greatest Power and sabotage their rival at every turn to become the ultimate overboss! Designed by Aaron Mesburne and using the same basic system as the hit game *Overboss*, this fast-paced game combines drafting, set collection, puzzly tile laying, and messing up plans. It's set in the retro-inspired pixel art world of Brotherwise Games' best-selling Boss Monster,

with many of the same familiar characters.

BGM 481\$29.95

TsuroTM of the seas

Your Voyage Begins!
Navigate the treacherous waters
of the Mystic Seas! Survive the
Daikaiju and return safely to the
Emperor with tales of glory!



Game play
20-40
minutes

Ages
8+

2-8
players

www.CalliopeGames.com

GAMES

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CAPITAL PUNISHMENT GAMES



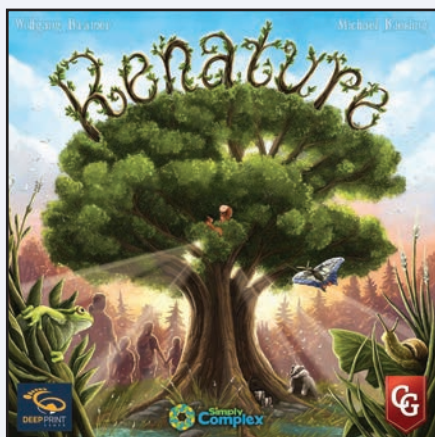
CAPITAL PUNISHMENT

Guilty of being hilarious Looking for a game that's equal parts hilarious and competitive? *Capital Punishment* is the answer. With a deck of cards featuring pop culture's worst offenders, you'll have to bring your A-game to convince the judge that your card is the worst. Whether you're an experienced debater or just looking for a fun night with friends, *Capital Punishment* is the perfect game for you. See you in court. Scheduled to ship in September 2023.

CPG 011120.....PI

CAPSTONE GAMES

SPOTLIGHT ON



RENATURE: VALLEY EXPANSION

Something has changed in Renature valley: mushrooms are suddenly shooting up everywhere, completely changing the way the game is played! A mushroom allows areas to be connected and enlarged, allowing another player to take over an area! Transform the polluted valley back into an intact ecosystem, let animals move in again, and plant adjacent areas to get points. Use the advantages that mushrooms bring to expand individual areas with their help or join areas occupied by other players. While is challenging, it gets even trickier in . Scheduled to ship in August 2023.

CSG SC2151.....\$19.95

CATALYST GAME LABS



SHADOWRUN RPG: BODY SHOP

Body Shop is the core augmentation book for *Shadowrun, Sixth World*, full of ways for shadowrunners to change their bodies and abilities so that they can maximize their abilities and do the impossible. Full of options for players and gamemasters, this book will be useful at any *Shadowrun* table.

CAT 28007.....\$49.99

SHADOWRUN

SHADOWRUN RPG: SHOOT STRAIGHT

Scheduled to ship in June 2023.

CAT 28513.....\$49.99

CATION ARTS



ONE EARTH: THE BOARD GAME

One Earth is a fun climate change game for 2-5 players. You and your friends play as one of Earth's mighty nations, competing with one another to ensure your citizens prosper and maintain the highest living standards. Scheduled to ship in September 2023.

OEC CG112021.....\$45.00

CHESSEX MANUFACTURING

20MM 6-SIDED DICE W/PIPS SALE (72 DICE)

Scheduled to ship in May 2023.

CHX DA20AD.....\$50.00



200 INDIVIDUAL POLYHEDRAL DISCONTINUED & LAB DICE SALE BAG

Scheduled to ship in May 2023.

CHX PAAAT12.....\$100.00



BAG OF 30 6-SIDED DICE W/PIPS SALE (12-25MM, 10-30MM, 8-35MM) NEW MIX

Scheduled to ship in May 2023.

CHX DA2535OC.....\$74.70



LAB DICE 7: TRANSLUCENT POLYHEDRAL 7-DIE SET (WITH BONUS DIE)

Scheduled to ship in September 2023.

CRIMSON/GOLD

CHX 30058.....\$13.98

LAVENDER/GOLD

CHX 30059.....\$13.98

NEON ORANGE/WHITE

CHX 30060.....\$13.98

NEON YELLOW/WHITE

CHX 30061.....\$13.98

RAD GREEN/WHITE

CHX 30062.....\$13.98

TROPICAL BLUE/WHITE

CHX 30063.....\$13.98

TRANSLUCENT: PINK/WHITE TEN D10 SET

Scheduled to ship in September 2023.

CHX 23284.....\$15.98

TRANSLUCENT: POLYHEDRAL PINK/WHITE 7-DIE SET

Scheduled to ship in September 2023.

CHX 23084.....\$11.98

CROWD GAMES



BESTIARY OF SIGILLUM: COLLECTOR'S EDITION

Bestiary of Sigillum: Collector's Edition is an updated & extended version of *Bestiary of Sigillum*. The game has neither random events, nor hidden information, which makes it a great battle of wits, which couples greatly with impressive replayability, strategic depth and room for all kinds of tactical decisions. In *Bestiary of Sigillum* you take on the role of summoners in the Kingdom of Two Castles. To play the game, you choose and summon your force of otherworldly heroes. The main goal of the game is to destroy the opponent's castle. In order to do so, you should control siege towers placed on the game board, and destroy enemy characters. Scheduled to ship in August 2023.

CGA 11001.....\$60.00

CROWD GAMES



FABLED: THE SPIRIT LANDS

In *Fabled*, your brotherhood explores the fabulous lands of the spirit world. Your sages follow winding paths and visit fabled places along the way. Mighty allies assist them in their journey. Your ultimate goal is to gather books of wisdom, as they contain the magic essence of the Universe. The most prized of all are the books of Sun. The brotherhood to collect the most will receive the reins of the Universe from the Gods. You have two ways to experience the game: competitively or opposing the Spirits — a game-controlled brotherhood created by the Gods. The Spirits may be faced solo, cooperatively with other players, or each player for themselves. Scheduled to ship in August 2023.

CGA 12001.....\$45.00



PORTALS

In this abstract game, you are travelers between worlds. Your task is to follow the path of the famous wizard, collecting magic keys and using them to open portals to other worlds. Only a mage whose mastery rivals Dominick Dey's will find him first and win the game! During the game, players draft fabulous Elemental stones to complete various shapes on Key cards. By activating completed Key cards, players fill Elemental boards with stones and gain Victory Points for matching colors and adjacency. Scheduled to ship in August 2023.

CGA 13001\$45.00

CUBICLE 7

SPOTLIGHT ON



WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - CORE RULEBOOK (HARDCOVER)

Imperium Maledictum is a new Warhammer 40,000 Roleplaying Game set in the glorious Macharian Sector, a sector forged in blood and fire from the thousand worlds conquered by Lord Solar Macharius. *Imperium Maledictum* is a game of intense investigations and brutal combat, where a cunning mind, stolen secrets, and influence precisely wielded are more effective than even a well-aimed bolt round. Scheduled to ship in September 2023.

CB7 2700\$59.99



WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - CORE RULEBOOK COLLECTORS EDITION (HARDCOVER)

Introducing the *Imperium Maledictum: Collector's Edition* – a stunning tome that demands pride of place on any bookshelf! This exclusive, limited edition volume is expertly crafted with a luxurious black faux leather cover, emblazoned with a striking gold and silver foiled icon that pays tribute to the legendary Lord Solar Macharius. The debossed starfield adds an extra subtle touch to the design, while the book block is perfected with gleaming gold gilt edges. Scheduled to ship in September 2023.

CB7 2704\$119.99



CZECH GAMES EDITIONS

SPOTLIGHT ON



LOST RUINS OF ARNAK: THE MISSING EXPEDITION

Follow a trail of *The Missing Expedition* and learn its fate in this new expansion for *Lost Ruins of Arnak*. Test the strategies offered by two new leaders. Explore new paths to knowledge on two new research tracks. Build your expedition team with new artifacts, items, and assistants. This expansion can simply be added to your *Lost Ruins of Arnak* base game or it can be discovered as part of a solo or two-player cooperative campaign. Requires *Lost Ruins of Arnak* base game. Fully compatible with *Expedition Leaders Expansion*. Scheduled to ship in August 2023.

CGE 00067\$29.95



DIRE WOLF DIGITAL



WILD TILED WEST

A frontier of hardworking critters and cheatin' varmints awaits in *Wild Tiled West*! Draft tiles to build new towns across the prairie and help your settlement grow. Defend your citizens from no-good-rotten outlaws, Strike it rich in the mines, or risk it all at the card table! The West is wilder than ever! And it'll take clever strategy and a bit of luck to come out on top! Saddle up and ride off into the Wild Tiled West! Scheduled to ship in August 2023.

DWD 07000\$65.00

EVIL HAT PRODUCTIONS

SPOTLIGHT ON



MONSTER OF THE WEEK RPG: THE CODIX OF WORLDS HARDCOVER

The Codex of Worlds is an expansion for *Monster of the Week* featuring new rules and new settings.

EHP 0061\$40.00



EXALTED FUNERAL PRESS



ARC: DOOM TABLETOP RPG

Tonight, we save the world. Immerse in ARC's rules-lite, tension-heavy adventures to race against the clock and slay the apocalypse. Capture your imagination with near-inescapable dooms that threaten limitless worlds...for a heart-racing story to remember. A high-quality, lushly designed and illustrated game. Scheduled to ship in July 2023.

HARDCOVER

EFP 01009\$50.00

SOFTCOVER

EFP 01010\$35.00

BORK MORGUE #666

A third-party zine with 36+ pages worth of content, including new ways to die, new ways to kill, weapons, armor (and spiky armor!), random tables, runic powers, lots of teeth, torture and pstress, so many cults and cultists, a way to become like a god, and too many fonts. Scheduled to ship in July 2023.

EFP Z0001\$15.00



GAMES

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GM

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CARCASS CRAWLER: THE OFFICIAL OLD-SCHOOL ESSENTIALS ZINE

Each issue of is packed with new material for your games, including new character classes and races, new spells and magic items, new monsters, optional and expanded rules, referee advice, previews of in-development products, short adventures, and more. Scheduled to ship in July 2023.

- #1 EFP NGCC01 \$10.00
- #2 EFP NGCC02 \$10.00
- #3 EFP NGCC03 \$10.00



FORBIDDEN PSALM CORE RULES

Forbidden Psalm is a tabletop miniatures game, inspired by and compatible with . *Forbidden Psalm* is a 28mm miniatures agnostic game. You can use any miniatures you already own that fit the bill or build custom minis for this game (with random tables to help you determine how to build them). Solo Play and Coop rules included. All content is also able to be used in the TTRPG. In *Forbidden Psalm* you will recruit a warband of 5 greedy souls to undertake Vriprix the Mad Wizards' bidding. But the Mad Wizard hasn't just bet on you. You will face rivals before you will see any of his coin. Scheduled to ship in July 2023.

- HARDCOVER**
EFP 01007 \$40.00
- SOFTCOVER**
EFP 01008 \$25.00



FORBIDDEN PSALM: IN THE FOOTSTEPS OF THE MAD WIZARD

In the *Footsteps of the Mad Wizard* picks up the narrative where the core book leaves off. In this campaign expansion your warband of 5 greedy souls will face new trials, find new treasures, recruit pets and die in horrible ways. This book adds new weapon tables, new spells, new equipment, new feats, flaws and a 15 session long campaign that can be used for both the TTRPG and miniatures game. Scheduled to ship in July 2023.

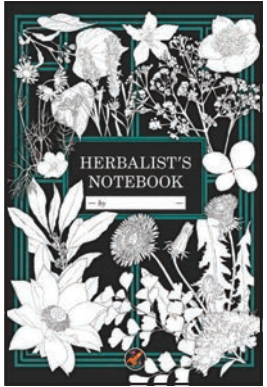
- HARDCOVER**
EFP 01011 \$40.00
- SOFTCOVER**
EFP 01012 \$25.00



HERBALIST'S PRIMER

Herbalist's Primer is a system-agnostic illustrated guide to real-world magical plants. Inspired by the 19th-century herbalists and the millennia of folklore, myths, and legends, it brings a wealth of easily-accessible, organized information straight to your gaming table. From screaming mandragoras to shape-shifting deadly nightshade to hawthorns holding portals to the fey realms - the world of plant folklore is full of fascinating stories, magical rituals, and simple spells that are quite unbreakable. Every entry lists - if possible - their culinary, medicinal, magical, and poisonous properties. Scheduled to ship in July 2023.

- EFP 01013 \$50.00



HERBALIST'S NOTEBOOK

Ever wanted to have more fun with plants at your gaming table? Well, here you go: a cool notebook for your herbalist character. Here's 80 pages for you to play with: make a Herbalist's Primer of your own! Draw all the cool plants your character encounters in the game, note down your ingenious potions, or even make it a real herbal and put some dried flowers into it! It's spiral-bound, so you don't have to worry about the extra bulk! We've also included some reference material there and a whole bunch of black and white illustrations, so you can doodle and color to your heart's content. Scheduled to ship in July 2023.

- EFP 01016 \$15.00

HERBALIST'S FLASH CARDS

Herbalist's Flash Cards cover all 100 plants in the book, on sturdy, laminated, high-quality card stock and in a pretty tuck box. Set of 100 full-color poker-sized cards, printed front and back, in full-color tuck box. Scheduled to ship in July 2023.

- EFP 01017 \$20.00



LILLIPUTIAN: ADVENTURE ON THE OPEN SEA

Lilliputian: Adventure on the Open Seas is an adventure game about exploring the vast and expansive ocean, filled with uncharted islands, hidden treasure, weird weather and unspeakable horrors. Character creation is fast, fun and random, classless, and relies on fictional advancement. It is based on Mausritter Isaac Williams, Into The Odd by Chris McDowall, Cairn by Yochai Gal, as-well-as so many more. Scheduled to ship in July 2023.

- HARDCOVER** EFP 01021 \$40.00
- SOFTCOVER** EFP 01022 \$25.00



LONGWINTER: REFEREE'S BOOK

The snows are alive. A soft, cold spirit courses through them. Her lace threads the world; watching, drinking, listening, stroking, soothing, killing. Her touch is soft and icy. She is Winterwhite, the daughter of the Waterdrinker and the Northwind, and she is a terrible god. An avatar of ice and hunger, of visions and death. Dooms and devastations to visit upon a cosy roleplaying setting. Longwinter is the RPG sandbox of a realm that has broken its vows to Winter white and will now pay the cold price. Scheduled to ship in July 2023.

- EFP 01003 \$20.00



LONGWINTER: VISITOR'S BOOK

Winters are long and beautiful in the high valleys of Brezim. A cosy roleplaying setting of high mountains and deep problems. Longwinter is the two-book RPG sandbox of a mountainous winter country on the cusp between the old and the new, the edge of modernity, the stepping stone of a new age. New mines and industries are opened, light breaks the gloom of ancient ruins, change comes to sweep away the cobwebs of history. But cobwebs do not go easily into the dust. This winter will be memorable. . Scheduled to ship in July 2023.

- EFP 01004 \$20.00

OLD-SCHOOL ESSENTIALS

Scheduled to ship in July 2023.



ADVANCED EXPANSION SET

Format: Deluxe box set of 4 hardcover books; A5 (Digest) size; deluxe quality sewn bindings; endpapers printed with quick reference info. Authors: Gavin Norman. Cover artist: Peter Mullen. Old-School Essentials Advanced Fantasy is a "best of" old-school gaming: a complete retelling of the classic 1980s Basic/Expert game expanded with reams of extras inspired by the 1970s Advanced 1st Edition rules.

- EFP NG0025 \$70.00



ADVANCED FANTASY: PLAYER'S TOME

The *Advanced Fantasy Player's Tome* is a complete player's guide to *Old-School Essentials Advanced Fantasy* games, with the following content: Character options: 22 classic classes (acrobat, assassin, barbarian, bard, cleric, drow, druid, duergar, dwarf, elf, fighter, gnome, halfling, half-elf, half-orc, illusionist, knight, magic-user, paladin, ranger, svirfneblin, thief), complete lists of weapons and adventuring gear, extensive lists of vehicles, mounts, and vessels, mercenaries and specialists for hire, rules for stronghold construction. Race and class: Optional rules for choosing race and class separately. Scheduled to ship in July 2023.
EFP 03009\$40.00

ADVANCED FANTASY: REFEREE'S TOME

The *Advanced Fantasy Referee's Tome* is the essentials referee's guide to *Old-School Essentials Advanced Fantasy* games, with the following content: Guidelines: Full guidelines for designing and running adventures. Monsters: A selection of over 300 fearsome monsters to challenge adventurers of all levels. Treasures: A hoard of over 300 wondrous magic items. Includes all referee guidelines, monsters, and treasures from *Old-School Essentials Classic Fantasy*, plus reams of additional material inspired by the 1970s *Advanced 1st Edition* rules. Scheduled to ship in July 2023.
EFP 03010\$40.00



CLASSIC FANTASY RULES TOME

Format: 288 page hardcover; A5 (Digest) size; deluxe quality sewn binding; 2 ribbon markers; endpapers printed with tables and rules summaries. Authors: Gavin Norman. Cover artist: Peter Mullen. *Old-School Essentials Classic Fantasy* is a complete retelling of the classic 1980s *Basic/Expert* game, including all rules, character options, spells, monsters, and magic items. Scheduled to ship in July 2023.
EFP NG001403\$40.00

CLASSIC GAME SET

Deluxe box set of 5 hardcover books; A5 (Digest) size; deluxe quality sewn bindings; endpapers printed with quick reference info. Authors: Gavin Norman. Cover artist: Erol Otus. *Old-School Essentials Classic Fantasy* is a complete retelling of the classic 1980s *Basic/Expert* game, including all rules, character options, spells, monsters, and magic items. The *Classic Game Set* contains the same game as the *Classic Fantasy Rules Tome*, just presented in a 5 book set for those who share our love of RPG box sets! Scheduled to ship in July 2023.
EFP NG0024\$70.00



DELUXE REFEREE'S SCREEN

This deluxe 3-panel screen provides a quick reference to the most common rules and procedures needed to run *Old-School Essentials Classic Fantasy* or *Advanced Fantasy* games (or any other game based on the classic 1981 *Basic/Expert* rules). Master attack matrix. Saving throw tables for monsters and all *Classic Fantasy* character classes. Combat rules summary. Scheduled to ship in July 2023.
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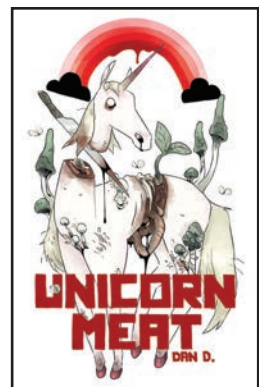
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 Old-School Essentials Adventure A bubbling stream cascades into a hole in the earth, leading to a series of underground watercourses and scintillating grottoes. Adventurers who delve within may discover odd mosses and fungi, a ruined temple complex, and the lair of a crystal-eating dream dragon. A classic expedition into the Mythic Underworld for characters of 1st to 2nd level. 57 keyed areas, rumour table, loot summary, dungeon background info, suggestions for expanding the dungeon. Scheduled to ship in July 2023.
 EFP 03018\$15.00



WINTER'S DAUGHTER
 Old-School Essentials Dolmenwood Adventure The tomb of an ancient hero, lost in the tangled depths of the woods. A ring of standing stones, guarded by the sinister Drune cult. A fairy princess who watches with ageless patience from beyond the veil of the mortal. A forgotten treasure that holds the key to her heart. A romantic fairy tale dungeon adventure for characters of 1st to 2nd level. Scheduled to ship in July 2023.
 EFP 03006\$15.00



UNICORN MEAT
 Deep in the monster-haunted backwoods, Sunny Smiles Unicorn Farm lies in ruin. The overseers vanished months ago. Gangs of feral children lurk in the shadows of a vast blood-stained factory. Knife season has come. Food is running out. Some rough beast slouches towards Bethlehem to be born. *Unicorn Meat* is a southern gothic horror adventure inspired by *USA the Painful*, *True Detective*, and *Lord of the Flies*, set in the decaying ruins of the last unicorn farm in the world. Scheduled to ship in July 2023.
 EFP 01020\$25.00



HOLE IN THE OAK
 A hole in an old oak tree leads characters down to a maze of twisting, root-riddled passageways, the chambers of an ancient wizard-complex, and the banks of an underground river where once a reptile cult built their temples. A classic expedition into the Mythic Underworld. Suitable for characters of 1st to 2nd level. 60 keyed areas, rumour table, dungeon background info, suggestions for expanding the dungeon. Scheduled to ship in July 2023.
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ISLE OF THE PLANGENT MAGE
 An idyllic cove harbours deep secrets. Magic and sound are entwined harmoniously, while dark things lurking in the depths rise to explore new avenues through previously locked portals. Adventurers will be changed as they explore the depths of the Undertower, unlock strange musical puzzles, and reveal the glorious treasures of the Isle of the Plangent Mage. Scheduled to ship in July 2023.
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 In a long-forgotten age, a raging war shattered and devastated the worlds of gods and men... Now, green life blooms amidst the ruins of the lost worlds. Wondrous and terrible beings roam the Nine Realms. Civilisation stumbles forward, fresh and reaching. Fate carves the skein anew but there are loose threads, lost long ago in the wars, with no place in the tapestry. These threads must seek the fire within and weave their own path. Strap on your bearded axe and linden wood shield, delve into the forsaken barrow and cleanse the draugr within. They will overwhelm you at first so prepare to die. But when you wake up at the bonfire, you'll know what to expect for your next attempt. Parry their attacks, disarm them, and hack them to pieces. Defeat the mad jotunn within and claim the soul remnant they protect. Death is not the end. Scheduled to ship in July 2023.



WITCHBURNER
Witchburner is a tabletop RPG adventure that takes an intimate, claustrophobic delve into a small town beset by witchcraft. It deals with the topics you would expect with a title like *Witchburner*: magic, suspicion, fear, torture, fire, people burning. It casts the heroes in the role of witchfinders—whether witting or unwitting—whom the town of Bridge expects to find the witch threatening their town and burn her. If this is not your cup of cake, then walk awake. Or away. It is effectively system neutral. Scheduled to ship in July 2023.
 EFP 01002\$15.00



HOLY MOUNTAIN SHAKER
 Thunder and quake have come to the old town. Towers crumble, homes tumble, the quick become the dead. What omen could be more obvious? The Pharaoh Fish under the mountain is displeased. This God must be propitiated. Brave heroes must venture to buy the city's salvation. At the very least, the Town Council needs to appear in control and send some 'expert adventurers' into the depths. A fantasy pointcrawl adventure for characters of 5th to 6th level. Local town, 17 pointcrawl regions, dungeon inside the Pharaoh Fish. Pointcrawl mechanics for Old-School Essentials. Scheduled to ship in July 2023.
 EFP 03015\$15.00

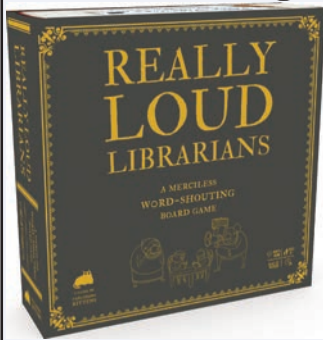
HARDCOVER
 EFP 01018\$40.00
SOFTCOVER
 EFP 01019\$25.00

SONG OF THE HEDGE: HERBALIST'S PRIMER ADVENTURE
 Proficiency, a system-neutral plant-based adventure, incorporating elements found in the book! Ready to drop into any campaign. 20 pages, A5 size saddle-stitched zine, color throughout. Scheduled to ship in July 2023.
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REALLY LOUD LIBRARIANS

In this game, your useless knowledge will win you useful points. Think fast, not hard. Start by drawing a category card. Your team will then shout words from that category that begin with the letter on the race track. Move along the track every time you get a word right and race against your opponents to win. Scheduled to ship in July 2023.
EKG LOUD-CORE-4 \$19.99

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The game is full of simple challenges. But there's a catch. Before you start a challenge, your overachieving friends will make it more difficult. Whoever makes it the most difficult will be your teammate. If you succeed, you both get points. If you fail, every else gets points. Place your confidence wisely. Scheduled to ship in July 2023.
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In *Gates of Valhalla*, players take on the role of a group of Norse Vikings, exploring the icy crags and snowy forests of the Norse Lands filled with snarling beasts and mythological creatures emboldened by the power of the Dark Stone. As a Team of Viking Heroes, you can play as the stalwart Jarl Chieftan, leading his clan from the front of the pack, the classic Raider, armed with shield and axe to pillage and plunder, the frenzied Berserker, unleashing his bloodthirsty age in a flurry of death, or the Huscarl honor guard, firing her Viking Bow before charging valiantly into the fray.

FFP 0720 \$110.00



STONE PORTALS

FFP 07T04 \$30.00



VALLEY OF THE SERPENT KINGS MAP TILE PACK

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VALLEY OF THE SERPENT KINGS ADVENTURE SET

In the *Valley of the Serpent Kings Adventure Set*, players take on the role of a group of Spanish Conquistadors, exploring the dark halls and stone ramparts of a Spanish Fort that has fallen into Darkness, overrun by demons and creatures. As a Team of Conquistador Heroes, you can play as the fearless El Capitan, leading his men with boundless ambition, the classic Explorer, guiding the expedition through the jungle swamps, the armored Soldier, a front line fighter armed with a heavy crossbow to skewer all but the toughest of Enemies, or the agile and deadly Duelist, fencing with twin blades and blurring the line between dance and death.

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In **Star Trek: Away Missions**, players will lead their own landing parties to complete missions, conduct espionage, fight in glorious battle, or assimilate distinctiveness.

Lead your away team into the aftermath of the Battle of Wolf 359, where the Borg have crushed the only fleet standing between Earth and assimilation.

Command Riker's away team into the wreckage and search for information that will defeat the Borg to save Earth, or join Locutus of Borg and the Borg Collective to assimilate your opposition.

- Contains 2 Away Teams: Rikers Away Team and Locutus's Unimatrix
- A tactical arena combat game that includes Deck Building to customise how your Away Team performs.
- Multiple avenues to win by being sneaky and scoring your missions, or by setting your phasers to kill and trying to eliminate the opposing team.



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- Includes 5 miniatures and 70 new mission and support cards



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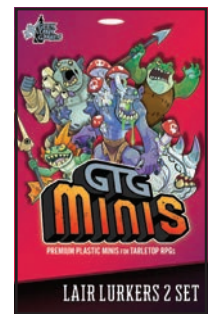
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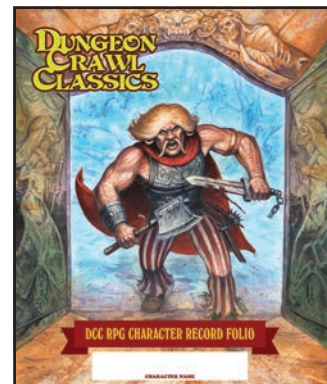
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#100: THE MUSIC OF THE SPHERES IS CHAOS BOXED SET
Eons past, a brotherhood of mad philosopher-kings marched an army of slaves into the heart of a mountain. On their backs they bore a legendary treasure-hoard: coffers spilling over with blazing gems, strongboxes bright with gold, and the jeweled idols of a thousand gods. They were never seen again. Today the gleaming domes at the top of the world have fallen to the passage of time and the crush of glaciers. Once-imperious halls are coated with dust and ice; memories of the fabled treasure hoard – and the heretical Theophages – are lost to antiquity. But deep within the heart of the mountain, the flames of Chaos sputter and flare.
GMG 5105\$64.99

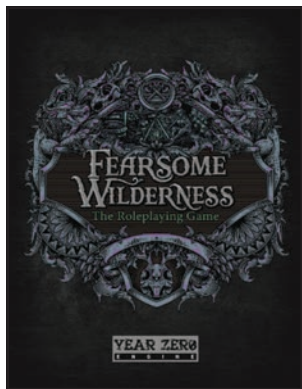


#104: RETURN TO THE STARLESS SEA
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FEARSOME WILDERNESS: THE ROLEPLAYING GAME
In *Fearsome Wilderness*, your characters begin the game as prisoners aboard a transport spaceship who crash on a densely wooded planet inhabited by unnatural fearsome critters of American lumberjack folklore. *Fearsome Wilderness: The RPG* uses the Year Zero Engine along with other popular RPGs such as *Mutant: Year Zero*, *Forbidden Lands*, *Coriolis*, *Tales from the Loop*, *Things from the Flood*, *Alien the RPG*, and *Vaesen*. Scheduled to ship in September 2023.
GKT FWRPG001 PL

GIGAMIC



CRITICAL: SANCTUARY
Beyond the Neveen sea, something strange is unfolding on the Crescent archipelago, the cradle of the gods. Tombs that have long lain dormant have awakened, and ancient tales of monsters now abound. The Explorers' Guild is seeking to unveil these mysterious new occurrences, and has sent its most talented members. *Critical: Sanctuary Season 1* is constructed like a television series, plunging you straight into 9 heart-stopping episodes of 30 minutes each. Take on the role of Gamemaster, to bring the adventure to life, or play one of the characters interacting with the scenario. Scheduled to ship in August 2023.
HBG GCRSA-EN\$34.99

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SPOTLIGHT ON



**CORE RULEBOOK (EROL OTIS
HARDCOVER)**
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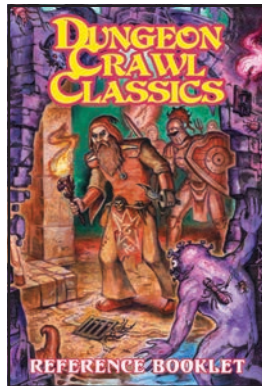
DYING EARTH -#9 TIME TEMPESTS AT THE NAMELESS ROSE

An expensive dinner bill sends the characters on a quest through time and space, traveling back to the Dying Earth's distant past to aid—or thwart—one of three magicians. The players' choice of who to aid has ramifications on both the adventure plot and their long-term future! *Time Tempests at the Nameless Rose* is the latest adventure in the DCC *Dying Earth* line based on the incomparable works of Jack Vance. The adventure features all the backstabbing and magical rivalry one would expect from the *Dying Earth* and is intended for 2nd level characters.
GMG 5275 \$10.99



MONSTERS & MAGIC OF DARK TOWER

GMG 4721 \$9.99



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FIFTH EDITION FANTASY: MONSTERS & MAGIC OF DARK TOWER

GMG 4722 \$11.99



TALES FROM THE MAGICIAN'S SKULL #11

GMG 4510 \$14.99

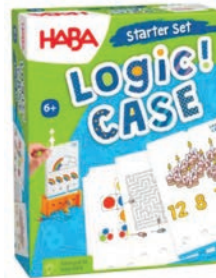
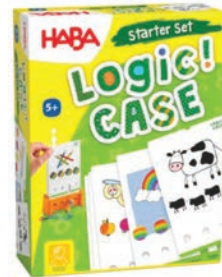
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Horizons of Spirit Island features the core mechanisms of Spirit Island, but features a new double-sided game board with a streamlined set-up, punchboard components, and five new Spirits designed to be ideal for those playing a Spirit Island game for the first time. These new Spirits are compatible with all existing Spirit Island components, but to play with expansions like Jagged Earth, you would need a copy of Spirit Island itself.
GTG SISL-HRZN \$29.95



HABA USA



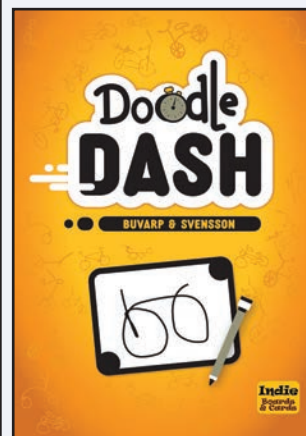
LOGIC CASE: STARTER SET

Each starter set comes with 77 age appropriate picture puzzles in a different theme for children to solve. A handy holder makes it easy to keep the cards together, at home or on the road. Puzzles include reading and number questions, matching, spotting differences, decoding patterns and sequences and more. These starter sets promote solo play and make great travel games. Scheduled to ship in May 2023.

AGES 4+ HAB 306118 \$14.99
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INDIE BOARDS & CARDS

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DOODLE DASH

Doodle Dash is a party game where the players draw the same word at the same time. It's a drawing competition where speed can beat skill, so anyone can win! Win by being the fastest doodler, but watch out you only score if the guesser can actually tell what your drawing is! Scheduled to ship in July 2023.

IBC DDSH1 \$24.99



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- RETAIL PACK (200 SLEEVES) DIA STL215479PI

IRONGUARD LABELED TOP LOADERS

You're at first and ten, the bases are loaded, and there's ten seconds left on the clock. Do you steal, blitz, or go for a three-pointer? Whatever you decide, you need to know all your bases are covered, and for that you need IronGuard. Protect your most valuable players with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Now featuring a "Numbered Card" or "Rookie" label, to identify the rarest of the rare! Designed for regular-thickness 2.5" by 3.5" cards, these 35 pt card holders are made of rigid PVC, and measure 3" by 4". Bundled in packs of 25.

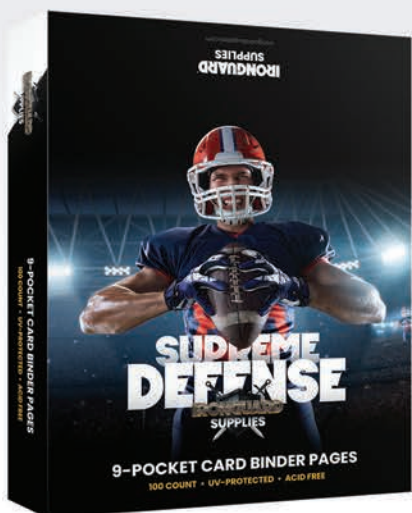
- 35PT RETAIL NUMBERED PACK DIA STL215476PI
- 35PT RETAIL ROOKIE PACK DIA STL215475PI



IRONGUARD 9 POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your -binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter

- 25 COUNT PACK DIA STL230307PI
- 25 COUNT BLACK PACK DIA STL230313PI
- 100 COUNT DISPLAY DIA STL230304PI
- 250 COUNT DISPLAY DIA STL230315PI



IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard size or graded card size. Sold in packs of 100, which is one of our favorite numbers.

- STANDARD 100 PACK DIA STL230325PI
- GRADED 100 PACK DIA STL230326PI



IRONGUARD ONE-TOUCH MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality one-touch cardholders! Designed for regular-thickness 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. No screwdriver required! Perfect for high-value cards! Available in 35pt and 55pt thicknesses.

- 35PT RETAIL PACK (25 HOLDERS) DIA STL215480PI
- 55PT RETAIL PACK (25 HOLDERS) DIA STL215481PI

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



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IRONGUARD SUPPLIES

IRONGUARD EASY SLIDE PENNY SLEEVES (EXCLUSIVE)

Toploaders and semi-rigid card sleeves are a great way to protect your cards, but getting the cards in and out? THAT'S tough. That's why we've developed new "Easy Slide" penny sleeves, that are designed to go INSIDE an outer layer of protection. They have a longer lip, so getting them in and out is easy -- like the name! Choose from small lip for getting out of toploaders, and large lip for getting out of semi-rigid cardholders. Sold in bags of 100, because 101 seemed like overkill.

SMALL LIP 100 PACK DIA STL280351PI
LARGE LIP 100 PACK DIA STL280353PI



IRONGUARD TEAM SET BAGS

Trying to get the team back together? Keep 'em cozy in our Team Set bags, which can hold up to 30 standard-sized cards comfortably. (Don't ask us how we know they're comfortable.) With these bags, keeping track of teams, players and subsets is easy-peasy. Sold in bags of 100, so you can be General Manager of your own league!

100 PACK DIA STL230418PI



IRONGUARD DECK PROTECTOR BOX

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards.

BoxPI



IRONGUARD COLOR TOP LOADERS (EXCLUSIVE)

When you're facing down a goblin horde, and all that stands between you and total annihilation are 60 cards and a six-pack of energy drinks, you're gonna need some protection. For your cards, we mean. Protect your deck with these collector-quality toploaders, perfect for light skirmishes, protracted battles and long-term crypt storage. Now featuring a black border or yellow border, to identify your game of choice! Designed for regular-thickness 2.5" by 3.5" cards, these 35pt card holders are made of rigid, dragon-scale-quality PVC, and measure 3" by 4". Bundled in packs of 25.

35PT RETAIL BLACK PACK DIA STL215473PI
35PT RETAIL YELLOW PACK DIA STL215474PI

IRONGUARD 9 POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on top!

BLACK DIA STL215443PI
BLUE DIA STL230319PI



IRONGUARD BOARD GAME SLEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European -- we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

100 PACK DIA STL230327PI
MINI 100 PACK DIA STL230328PI
EU 100 PACK DIA STL230329PI
EU MINI 100 PACK DIA STL230330PI
TAROT 100 PACK DIA STL230331PI



IRONGUARD DECK PROTECTOR SLEEVES

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK 50 PACK DIA STL230344PI
GREEN 50 PACK DIA STL230334PI
GREY 50 PACK DIA STL230332PI
PURPLE 50 PACK DIA STL230336PI
RED 50 PACK DIA STL230335PI
YELLOW 50 PACK DIA STL230333PI

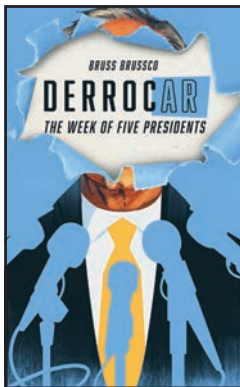
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ION GAME DESIGN



DERROCAR

Derrocar is a strategic card game about the week in which Argentina had five presidents. Designed by native Argentinian Bruss Brussco. It captures the craziness and at the same time base its gameplay on the reality where, in a country tired of politicians, you need to prove that you are the least bad option. Being the least bad means making the others look worse than you. You collect cards from a market, play sets of cards to generate capital for your campaign, and support for you from the unions, the IMF, or other important actors. Scheduled to ship in September 2023.

ION ION10.....\$49.00



SAMMU-RAMAT

Sammu-ramat is a cooperative game set in the Near East 800 BC. She was a wonder of a woman, ruling a large empire in turmoil, navigating it into a period of prosperity. But a great leader needs great Advisors. As Sammu-ramat's Advisors, your mission in each game you play is to assist her through one of the many challenges that she encountered during her reign. This challenge is presented to you as a scenario, found on a Challenge card that you draw during setup. Apart from completing the scenario, players need to make sure that the Empire is stable and that Queen Sammu-ramat is safe. Scheduled to ship in September 2023.

ION ION09.....\$69.00



STEGEGETS

StegegetS is a roll and write game set in space. Easy enough for the whole family to enjoy. All players use the same common, beautiful map-sheet for writing and creating a memorable score image. Scheduled to ship in September 2023.

ION ION08.....\$35.00

JAPANESE GAMES

OFFERED AGAIN

O/A SUSHI BOAT

Welcome to ! We are proud to offer you the finest delicacies, hand-crafted by our master sushi chef. Are you new to conveyor belt sushi? You'll love it! Our chef creates masterpieces and places them on the belt, which brings the sushi right to you. Just grab whatever looks good as it passes you by and enjoy! Our staff is also on hand to help you if you need it. So take a seat - it's all you can eat!

GGD JPG240PI



KEYMASTER GAMES



CHICKEN!

Pop open the tube and start chucking dice with family and friends! In *Chicken!*, players will be rolling dice each turn, pressing their luck to score more Chickens while avoiding those foxes. Scheduled to ship in September 2023.

KYM 498362.....\$19.99

KOBOLD PRESS



THE COMPLETE KOBOLD GUIDE TO GAME DESIGN: SECOND EDITION

The first edition of the laid out concepts, techniques and advice for designing roleplaying games and enhancing adventures. This second edition brings together essays from the original volume by Wolfgang Baur, Monte Cook, Keith Baker, Ed Greenwood, and others, many updated to reflect the changing game design landscape. Scheduled to ship in August 2023.

KOB 1034.....\$19.99



KOBOLD GUIDE TO BOARD GAME DESIGN

Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add 'published' to that list. The 144 page *Kobold Guide to Board Game Design* gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker () has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. Scheduled to ship in August 2023.

KOB 1041.....\$19.99

MIDGARD DMS SCREEN & CHARACTER SHEETS

This durable, four-panel Game Master's Screen features lavish art, a glorious map of Midgard, and a hoard of useful tables! Perfect to keep your game running smoothly—and it includes a character sheet as well, to get your game started right. The landscape screen makes it easy for you to see the table of play, while keeping your own notes and die rolls hidden. More than 20 tables inside provide support for all levels of GM ability, as well as for combat, exploration, and travel. Level up your game with the *Midgard GM's Screen* for 5th Edition! Scheduled to ship in August 2023.

SE
KOB 1850.....\$15.99

P2
KOB 1843.....\$15.99

SPOTLIGHT ON



MIDGARD HEROES HANDBOOK HARDCOVER (5E)

The *Midgard Heroes Handbook* for 5th Edition has everything you need to create a character for a 5th edition *Midgard* campaign, including full details on 11 new races and 4 variants on standard races. Roll up a trollkin barbarian, a ravenfolk fighter, a kobold rogue, and more. Scheduled to ship in August 2023.

KOB 1836.....\$39.99



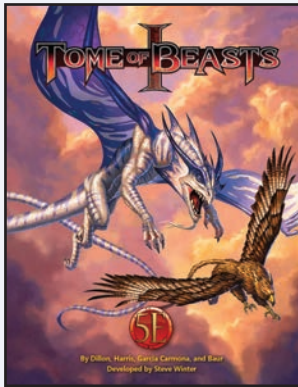
TALES OF THE OLD MARGREVE HARDCOVER (5E)

takes your 5th Edition game deep into the ancient, magical forest, with new spells, monsters, magic items, and wondrous locations, a monster appendix, and twelve adventures for heroes level 1-10, over 200 pages of adventures and forest secrets! Scheduled to ship in August 2023.

KOB 1973.....\$39.99



SPOTLIGHT ON



TOME OF BEASTS 1 (2023 EDITION) (5E)

Whether you need dungeon vermin or world-shaking villains, the Tome of Beasts: 2023 Edition has it. This book presents more than 400 foes suitable for any campaign setting, from tiny drakes and peculiar spiders to demon lords and ancient dragons. Tome of Beasts: 2023 Edition introduces new foes and upgrades monsters that originally appeared in Tome of Beasts. Available now in a smaller paperback version.

POCKET EDITION

KOB 9573.....\$29.99

HARDCOVER

KOB 9566.....\$59.99

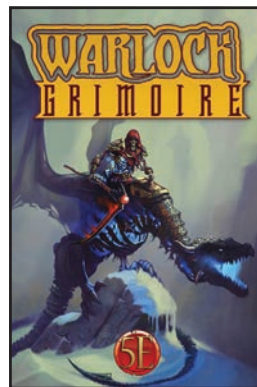
HARDCOVER (LIMITED EDITION)

KOB 9580.....\$79.99

WARLOCK GRIMOIRE HARDCOVER (5E)

Darkly Fantastic Material For The World's First RPG. Within these dusty pages, uncover the secrets of the world, indeed, of the branches of the multiverse! Collected here are entire lost volumes of esoteric truths. Only for you, the Warlock Grimoire. Scheduled to ship in August 2023.

KOB 1157.....\$24.99



KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: STRUCTURE DECK: THE CRIMSON KING

Heavy is the head that wears the crown, unless you're Jack Atlas, the Master of Faster! The new Structure Deck featuring Jack Atlas puts you in the driver's seat of the Phoenix Whirlwind and gives you command of the many faces of Red Dragon Archfiend! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86276.....\$95.92



Tsuro: Phoenix Rising

Illuminate Your Path!
Become a brave Phoenix, gliding across the twilight to reach glowing lanterns and transform them into new stars

Game play
20-50
minutes

Ages
8+

2-8
players


www.CalliopeGames.com



GAMES

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GTM

JUL 2023

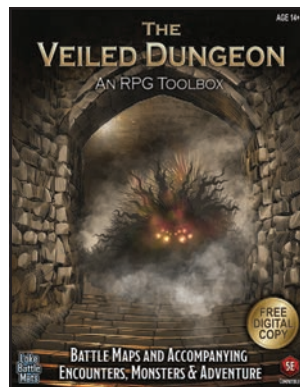
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SPOTLIGHT ON



YU-GI-OH! TCG: LEGENDARY DUELISTS - SOULBURNING VOLCANO BOOSTER DISPLAY (36)

The flames of battle burn bright in *Legendary Duelists: Soulburning Volcano*! Turn up the heat until your opponent can't stand it anymore with three strategies inspired by fiery Duelists from the pantheon of the Yu-Gi-Oh! anime series! The complete *Legendary Duelists: Soulburning Volcano* booster set contains 56 cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 86244.....\$81.00



RPG TOOLBOX: THE VEILED DUNGEON

Scheduled to ship in September 2023.
LBM 039\$39.00

MODIPIUS



ELDER SCROLLS: CALL TO ARMS - DAWNGUARD- CHAPTER 3 CARD PACK

This pack contains 244 punch-out cards containing new Heroes, Followers, Adversaries, Upgrades, Quests, Traps, Events and more to use the new models in Chapter 3 and customize their The Elder Scrolls: Call to Arms miniatures. MUH 0330301\$49.99

FALLOUT: WASTELAND WARFARE



**BROTHERHOOD OF STEEL -
CITADEL COMMAND**
Scheduled to ship in May 2023.
MUH 0190803\$53.99



**BROTHERHOOD OF STEEL -
COMBAT PATROL**
MUH 0190804\$58.99



**BROTHERHOOD OF STEEL - HEAVY
ARMOR (T45)**
MUH 0190805\$37.99



DOMESTICATED DEATHCLAW
Scheduled to ship in May 2023.
MUH 0190808\$33.99

LAST NIGHT GAMES



GALAXY RUSH

It's a time of exploration and discovery in our galaxy. While many have dreamed of being revered as the greatest explorer of our era, only two captains are truly in contention for such an honor. With so many planets yet to discover and such a vast area to travel, there are many ways to earn the fame required to become the greatest explorer. Perform heroic acts, complete expeditions, discover new planets and earn achievements to secure your place in history. Scheduled to ship in August 2023. LNG 2023GALA.....\$29.95

LEMERY GAMES



BAGH CHAL

Bagh Chal (Tiger game) is an ancient 2-player abstract strategy game, native to the country of Nepal. One player controls a herd of 20 goats, the other, a pack of 4 tigers. Goats aim to trap all tigers, while tigers try to capture 5 goats. Scheduled to ship in September 2023. LMG BC002\$15.00

LETIMAN GAMES

ADVENTURE TACTICS

Scheduled to ship in July 2023.



ADVENTURES IN ENEMY PACK

LTM 032.....\$20.00

ALTERNATE ART PACK

LTM 033.....\$5.00



ENEMY PACK 1

LTM 034.....\$85.00

LOKE BATTLE MATS



CALENDAR OF MANY ADVENTURES (2024)

Scheduled to ship in September 2023.
LBM 043\$15.99

MEGA MINT GAMES



SATANIMALS: SECOND EDITION

Satanimals is a light-hearted, strategic card game where players gather satanic creatures, attract Visitors and hire Zoo Keepers to build the ULTIMATE demonic petting zoo! Scheduled to ship in September 2023. MMG 6660\$15.60

MEGACORPIN GAMES



AWKWARD GUESTS: THE WALTON CASE

Awkward Guests: The Walton Case is an innovative card game of mystery and investigation where each game recreates the night Mr. Walton was murdered. It offers a possible total of 3,600 different case solutions, each of which may be reached through thousands of different card combinations. This means that millions of different game decks can be generated, so... you won't ever play two similar games! What's more, it's engaging Brilliant Deck System will actively involve you in the investigations, allowing you to use genuine detective abilities to solve each case. Scheduled to ship in August 2023.

MCG AGTWC.....\$41.99



ENCLAVE - ASSAULT FORCE
Scheduled to ship in May 2023.
MUH 0190807 \$58.99

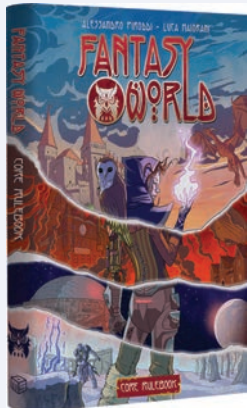
SURVIVORS ROSA MEITNER

MUH 0190802 \$20.99



MS EDIZIONI

SPOTLIGHT ON



FANTASY WORLD

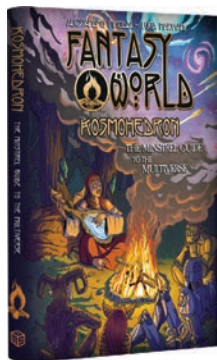
Designed for three to five participants, it is an immersive experience that requires both strategy and imagination. Gameplay involves one participant playing the role of the World, while all others take on the role of Players. *Fantasy World* is based on the popular Powered by the Apocalypse system and improves it with new rules and procedures: now everything is as clear, simple, unambiguous, accessible, and practical as possible. The game focuses on dramatic fantasy adventuring, where the personal conflicts of the characters turn it with new heroes. Scheduled to ship in August 2023.

AGS MS-115596 \$40.00

FANTASY WORLD: DICE SET

Scheduled to ship in August 2023.

AGS MS-12762 \$5.00



FANTASY WORLD: KOSMOHEDRON

Fantasy World KosmoHedron is an anthology of quick-settings, written by an incredible roster of international authors, including Nathan D. Paoletta, Grant Howitt, and Kira Magrann, each presenting a collection of thematic elements put together to boost, enrich, and expedite the world-building step of your First Session, and to color subsequent play with highly evocative and unique ideas, options, and details. Players can use this material as is, to play in a certain setting more closely to how its original author envisioned, or they can use it more or less liberally, as a guide and inspiration to craft their own fantastic world. Scheduled to ship in August 2023.

AGS MS-115597 \$35.00

NERDY PUP GAMES

REBELS OF THE OUTLAW WASTES RPG

Rebels of the Outlaw Wastes is a gonzo adventure tabletop roleplaying game set in a film-grained, hyper-saturated retro-dystopia. Strike a blow against the tyranny of the Powers That Be and free the downtrodden of the Valley with the power of friendship, whoopass, and explosions! Create misfit mutants, rawkers, robots, and outlaws with a custom ruleset built for over-the-top storytelling and exciting vehicle and action scenes. Scheduled to ship in December 2023.

NPG 004 \$35.00



ORIGAMI WHALE



DANGER THE GAME: MYTHICAL MAYHEM

The World is a Dangerous Place! Disappointed fathers, depressed giant squids, dynamite on train tracks, and so much more! It's up to you to rescue those in need. Use your skills, tools, and imagination to devise foolproof plans and save the day! Scheduled to ship in August 2023.

OWG 01002 \$34.99

PAIZO PUBLISHING

SPOTLIGHT ON



PATHFINDER RPG: ADVENTURE PATH - SKY KING'S TOMB PART 3 OF 3 - HEAVY IS THE CROWN (P2)

Heavy is the Crown is a Pathfinder adventure for four 8th-level characters, concluding the Sky King's Tomb Adventure Path, a three-part monthly campaign in which a group of adventurers travel deep underground to discover a legendary dwarven king's tomb, seek subterranean treasures, and heal millennia-old injustices, all while stopping an ambitious villain from weaponizing those same discoveries. This adventure also includes exciting ways to continue the campaign, an overview of the subterranean Darklands, a gazetteer of a lost dwarven homeland, and fearsome creatures that prowl the darkest caves. Scheduled to ship in September 2023.

PZO 90195 \$26.99



PATHFINDER RPG: FLIP-MAT CLASSICS - HAUNTED DUNGEON

The reputed horrors of ancient dungeons, and the treasures within, are enough to attract any group of adventurers. But regardless of a group's foolhardy urge to explore places they should maybe leave alone, no Game Master wants to spend time drawing every creepy crypt or sinister hallway. This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, depicting the two different spooky underground locations, this double-sided map makes the perfect place to seek truths and treasures best left forgotten! Scheduled to ship in September 2023.

PZO 31045 \$16.99



STARFINDER RPG: FLIP-MAT - MINING OPERATION

Look to the stars and say 'mine'. Whether a critical infrastructure site for an evil mega-corp or a long-abandoned asteroid dig with a hidden secret beneath, there's always something worth discovering at the bottom of a mine. This double-sided map features a large surface dig site on a barren landscape with elevators leading below the surface and into the mines. The second side features the mine interior, with shafts and corridors leading off and connecting back to the other map side via the same elevators. Starfinder Flip-Mats present ready-to-use science-fantasy set pieces for the busy Game Master. Scheduled to ship in September 2023.

PZO 7339 \$16.99

PEGASUS SPIELE NORTH AMERICA



ISTANBUL: BIG BOX

Hustle and bustle in the bazaar district of Istanbul! Merchants and their assistants gather goods at the warehouses and then swiftly transported to the various destinations by the assistants. The goal of the merchants is to be the first to collect a certain number of rubies. *Istanbul Big Box* combines the base game plus two expansions! Scheduled to ship in June 2023.

PNA 55119G \$59.99



ISTANBUL: CHOOSE & WRITE

Once again, players take on the role of shrewd merchants whose goal is to gather goods and lira, then trade them for the precious rubies needed to win. In *Istanbul: Choose & Write*, instead of a common set of locations in the middle of the table, each player has a bazaar in front of them as a game plan, a personal tracking sheet where players will mark their choices as they play. On their turn, players must choose to play either a Location card or a Guild card. Scheduled to ship in June 2023.

PNA 55114G \$34.99



ISTANBUL: THE DICE GAME

Are you ready for a trade competition? If so, you'll need to acquire the coveted rubies faster than your competitors! Fortunately, you're not alone: your assistants will collect goods and money for you. Use your income wisely to invest in improved abilities or save for purchasing rubies! With a little bit of luck and the right strategy you'll be victorious and become the Master of the Trade Guild in this dice-themed addition to the award-winning *Istanbul* series of games! Scheduled to ship in June 2023.

PNA 55118G \$34.99

PINK TIGER GAMES

CLOUD NINE: A GAME OF WONDERFUL THINGS

Cloud Nine: A Game of Wonderful Things celebrates the things in life that bring us joy, with illustrations by Lisa Congdon. Do you love campfires or video games? Wandering around a new city or falling in love? How about the feeling of losing track of time, being out in nature, or listening to music that moves you? We all have special things that make us feel alive and connected to the world, and playing *Cloud Nine* was made to share them with each other. Scheduled to ship in September 2023.

PKT CLOUDNINE \$24.99



POKÉMON USA



POKÉMON TCG: ANNIHILAPE EX BOX

Your opponent will come to fear the Angry Grudge of Annihilape ex! Damage only makes this powerful Pokémon ex stronger, and it's joined by Mankey and Primeape to help you get it into play right away.

PUI 290-85245 PI

SPOTLIGHT ON



POKÉMON TCG: CHIEN-PAO EX OR TINKATON EX BATTLE DECK DISPLAY (6)

Powerful Pokémon ex are ready to charge onto the battlefield in two new Pokémon TCG: ex Battle Decks featuring Chien-Pao ex and Tinkaton ex! Each 60-card deck is led by an exceptional Pokémon ex and includes everything you need to play right away. Let the battle begin! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86240 PI



POKÉMON TCG: BACK TO SCHOOL ERASER BLISTER

Looking for the perfect eraser for a new project or a new class? You can choose a favorite Pokémon eraser—and add to your Pokémon TCG collection at the same time! Inside, you'll find: 1 of 2 favorite Pokémon erasers featuring Smoliv or Lechonk and 2 Pokémon TCG booster packs to expand your collection.

PUI 290-85249 PI



POKÉMON TCG: COLLECTOR CHEST

This sturdy metal case contains more than a dozen special Pokémon goodies, including some not found anywhere else.

PUI 210-85506 PI



POKÉMON TCG: BACK TO SCHOOL PENCIL CASE

When you're getting ready for a day in class, organize your pens and pencils and have a little fun at the same time by adding to your Pokémon TCG collection! The *Pokémon TCG: Back to School Pencil Case* includes a sturdy tin for storing pens and pencils and 2 Pokémon TCG booster packs.

PUI 210-85292 PI

PRIVATEER PRESS

WARMACHINE MKIV

Scheduled to ship in June 2023.



ADMIRAL BOOMHOWLER - BRINEBLOOD MARAUDERS WARLOCK

PIP 28003 \$15.99



DEEBORN DIRE TROLL - BRINEBLOOD MARAUDERS HEAVY WARBEAST

PIP 28004 \$39.99



REEF TROLL - BRINEBLOOD MARAUDERS LIGHT WARBEAST

PIP 28005 \$29.99



**THE GREAT OLD ONE -
BRINEBLOOD MARAUDERS
CHARACTER WARBEAST PACK**
PIP 28022\$15.99

Q-WORKSHOP



DICE CHARGER

The Dice Charger charges the glow in the dark dice with UV light, while shaking them inside it. This dice cup is made out of 100% real leather, sewn on the edges with waxed cotton strings. Scheduled to ship in June 2023.
QWS CDCH101\$65.00

HARRY POTTER DICE SETS



GRYFFINDOR GOLD

QWS 190142-1B\$24.00



GRYFFINDOR RED

QWS 190142-1A\$24.00



HUFFLEPUFF BLACK

QWS 190142-4A\$24.00



HUFFLEPUFF YELLOW

QWS 190142-4B\$24.00



RAVENCLAW BLUE

QWS 190142-3A\$24.00



RAVENCLAW WHITE

QWS 190142-3B\$24.00



SLYTHERIN GREEN

QWS 190142-2A\$24.00



SLYTHERIN WHITE

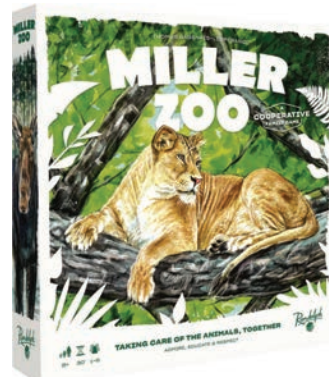
QWS 190142-2B\$24.00

RANDOLPH



CDSK

CDSK is a trivia game that asks you to be honest with yourselves. How well do you know this subject? Too confident? You won't go anywhere. Too careful? You'll be crawling. But if you answer just right... you'll zoom off to glorious victory! Draw a card matching the space you're on. Then move your piece as far forward as the difficulty you set... if you get the answer right! Scheduled to ship in July 2023.
HBG RANTMC01US\$34.99



MILLER ZOO

Miller Zoo is THE cooperative family game where you play as the team in charge of running one of Canada's most interesting zoos! Your job is to work together to take care of your zoo's animals, and to welcome new ones to their new home. Like a team, everyone plays together at the same time to overcome challenges, unexpected situations, and crises. Play as the real Miller Zoo team and meet all the animal's needs before the card stack is empty.
HBG RANMZ01EN\$34.99

RED RAVEN GAMES

SPOTLIGHT ON



SLEEPING GODS: DISTANT SKIES (STAND ALONE SEQUEL)

Sleeping Gods: Distant Skies is a standalone sequel set in the world of *Sleeping Gods*. As in the original game, you and your friends trek through a vast landscape as you read branching storylines and meet vivid characters, but in this game you interact with the atlas on a deeper level, camping, exploring, overcoming obstacles, and searching for lost relics. The new action system allows you even greater agency while you travel and explore. Scheduled to ship in September 2023.
RVM 030\$99.99



SLEEPING GODS: PRIMEVAL PERIL (STAND ALONE CAMPAIGN)

Sleeping Gods: Primeval Peril is a short standalone campaign for two players, set in the world of *Sleeping Gods* and using the same rules. *Primeval Peril* is set on a dangerous river that winds through lush jungle. It includes new characters and stories so that nothing from the *Sleeping Gods* base game is spoiled. Scheduled to ship in September 2023.
RVM 031\$39.99



GAMES

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SGT SLAUGHTER LIMITED EDITION ACCESSORY PACK

ROLE-PLAYING

GI. JOE ROLEPLAYING GAME SGT SLAUGHTER LIMITED EDITION ACCESSORY

- Make your own drill instructor character or a member of Slaughter's Marauders.
- 28mm-scale Sgt Slaughter paintable mini.
- Standees and tactical maps representing scenes in the scenario.
- Stats for making and playing as Sgt Slaughter and his Marauders.

RGS02565

\$55

AVAILABLE NOW!



STRATEGY

GOOD OMENS AN INEFFABLE GAME

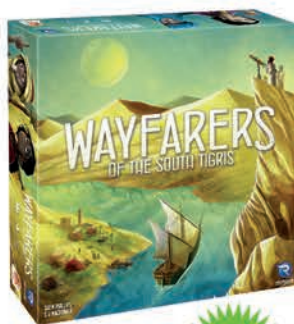
- Based on the Amazon original series and novel by Terry Pratchett and Neil Gaiman.
- 7 Cooperative Battles!
- Unique and easy to learn gameplay.

RGS02562

\$25



AVAILABLE NOW!



REPRINT

STRATEGY

WAYFARERS OF THE SOUTH TIGRIS

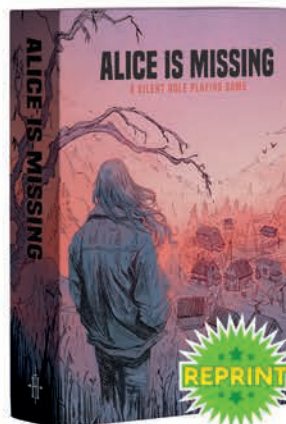
- Challenging dice placement strategy game!
- Become explorers, cartographers, and astronomers.
- Grow your personal map tableau, gaining new actions and abilities.

RGS02509

\$60



AVAILABLE NOW!



REPRINT

STRATEGY

ALICE IS MISSING

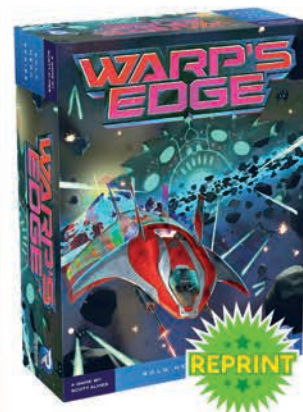
- A silent role-playing game about the disappearance of Alice.
- Send text messages to each other to unearth clues.
- Played over a single session. Excellent for remote play!

RGS02161

\$21.99



AVAILABLE NOW!



REPRINT

STRATEGY

WARP'S EDGE

- Solo Bag-Building game featuring space combat.
- Includes a choose-your-path storybook to customize your experience!
- Choose from one of the 4 starfighters, each with unique loadouts.

RGS02072

\$35



AVAILABLE NOW!



RENEGADE
GAME STUDIOS

WWW.RENEGADEGAMES.COM

GTM

JUL 2023

50



14+

FIELD GUIDE TO ACTION & ADVENTURE

ROLE-PLAYING

ESSENCE 20 ROLEPLAYING SYSTEM FIELD GUIDE TO ACTION AND ADVENTURE CROSSOVER SOURCEBOOK

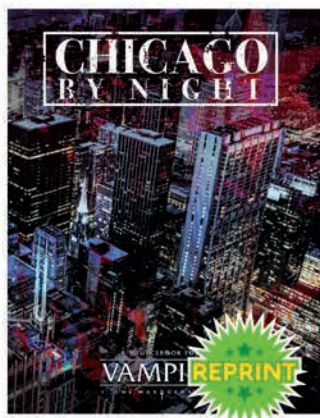
- Full color Hardcover sourcebook for the crossover of Power Rangers Role Playing Game, G.I. JOE Role Playing Game, and Transformers Role Playing Game.
- New ways to combine characters from all three games.
- GM resources for creating new threats to menace your heroes.
- Introduces 9 new influences, 4 origins, 3 factions, 10 perks, and one new role!

RGS01119

\$55



AVAILABLE NOW!



ROLEPLAYING

VAMPIRE: THE MASQUERADE 5TH EDITION ROLEPLAYING GAME CHICAGO BY NIGHT SOURCEBOOK

- Chicago's history through multiple vampire perspectives.
- Introduction for the Clan of Night's entry to the Camarilla.
- Information on over 50 individual Kindred.
- Full-Color Hardcover Book Reprint with minor changes.

RGS01108

\$55



18+

Q3 RELEASE



ROLEPLAYING

G.I. JOE ROLEPLAYING GAME VILLAIN MINIATURES SET 1

- 12 new miniatures designed to fit standard 1" grid.
- A variety of antagonists for your G.I. JOE game or Player Characters is using the Cobra Codex Sourcebook.
- Miniatures can be painted, customized, or used right out of the box.

RGS02570

\$55



14+

Q3 RELEASE



ROLEPLAYING

POWER RANGERS ROLEPLAYING GAME ACROSS THE STARS SOURCEBOOK

- Full Color, Hardcover Book.
- Explore mysterious planets as one of the three new advanced roles.
- Create characters beyond Earth and customize other planets.

RGS01112

\$55



14+

AVAILABLE NOW!



ROLEPLAYING

POWER RANGERS ROLEPLAYING GAME HERO MINIATURES SET 2

- Popular characters from Power Ranger can be used as Threats or to represent your player character
- 12 Unpainted miniatures allow flexibility in character representation.

RGS02593

\$55



14+

Q3 RELEASE



RESTORATION GAMES

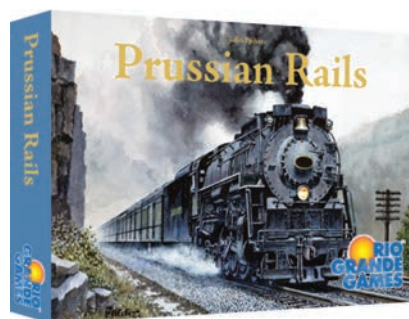
THUNDER ROAD: VENDETTA - BIG RIG AND THE FINAL FIVE EXPANSION

This expansion adds two new racing crews to the base game. The *Big Rig* is a relentless metal beast, bristling with lethal weapons and advanced defense systems. The *Final Five* are a nimble gang of motorcycles that can zip through the chaos without getting slammed. The crews can be played in any game with each other or the cars from the base game and also allow for a fifth player. Scheduled to ship in June 2023.



REO 9401 \$39.95

RIO GRANDE GAMES



PRUSSIAN RAILS

The growth of railroads in Germany was explosive. Everyone wanted them and wanted them now. The Kaiser, Industry, Merchants, Moguls and Mayors got the wheels of German engineering cranked up fast. Money flooded in from all quarters and the race was on to build the finest railroads in the world immediately. Vast wealth and prosperity await those who wisely invest in the most lucrative ventures. Deutschland Uber Alles! Players

invest in railroads and build them across all of Germany in 1830s, carefully balancing competition with cooperation to achieve the optimal returns on their investments. With an innovative turn order mechanism, 3 to 5 players vie for dominance for 90 minutes in this crusade to make Germany the worlds railway super power. Scheduled to ship in June 2023.

RGG 641 \$39.95

ROOKIE MAGE GAMES

NUNS WITH NUNCHUCKS

Nuns with Nunchucks is a battle card game where you try to take over the world with an army of hilarious combatants! Use your army to deal hit points to competitors while trying to keep yourself alive. Make your friends and family beg for mercy as you unleash devastating combos using special powers. Scheduled to ship in December 2023.



RMG NUN10 \$19.99

SCORPION MASQUE



DECRYPTO: 5TH ANNIVERSARY SPECIAL EDITION

Same rules, 220 new words! *Decrypto* pits two teams against each other. The general idea of the game is to transmit information to your own team without the other team understanding. To win you have to walk a fine line: The instructions you give need to be clear enough for your teammates to understand, while at the same time obscure enough to baffle your adversaries! Scheduled to ship in August 2023.

HBG SMDECO3EN \$24.99

SIRIUS DICE

SPOTLIGHT ON

DUNGEONS & DRAGONS

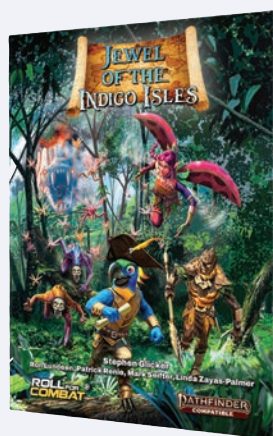
DUNGEONS & DRAGONS: ACERERAK'S TREASURE BLIND BOX DISPLAY (24)

Scheduled to ship in June 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

SDZ 2001-01 \$599.40

SKYSCRAPER STUDIOS

SPOTLIGHT ON



BATTLEZOO: JEWEL OF THE INDIGO ISLES

Mysteries abound in the pirate town of Rumpelk, but none are as well known as the legend of Poppy von Barnacle's lost treasure. A band of up-and-coming heroes, chosen by the royal family, must reunite a magical map and follow the clues to find the lost treasure once and for all. But all is not as it seems; somewhere, a deep evil from Rumpelk's ancient past stirs. Explore, voyage, battle, and triumph in the legendary *Jewel of the Indigo Isles Adventure Path* for *Pathfinder Second Edition*! This complete campaign takes heroes from 1st to 11th level. Scheduled to ship in August 2023.

5E RFC 23041 \$79.99

PATHFINDER 2E RFC 23040 \$79.99

SOLIS GAME STUDIO

FRENEMY PASTRY PARTY

Frenemy Pastry Party is a family light drafting game where you bake a cake with your animal friends. Ask your friends to help you bake a cake but be careful, not all your animal friends might want to help! Scheduled to ship in September 2023.

SGS 301 \$24.95



SORRY WE ARE FRENCH



IKI: AKEBONO EXPANSION

IKI: Akebono introduces a new location to discover in Edo: the bridge of Nihonbashi, which expands the main street and offers players new opportunities. Players can stop at the bridge to meet famous personalities from the Edo era (like Hokusai Katsushika, Sanyo Rai or Tokunai Mogami) and to trade with the ships (built by the players) in the river. The *Akebono* expansion also adds new character cards, building cards, and new pipe, tobacco, and fish tokens for more strategic depth and decision making. Scheduled to ship in August 2023.

HBG SWIKIE PI

STEAMFORGED GAMES



SEA OF THIEVES: VOYAGE OF LEGENDS

Explore the high seas with your friends in *Sea of Thieves: Voyage of Legends*. But don't forget only one of you can be crowned a Pirate Legend in this board game packed with danger and excitement. SFL SOT-001\$59.95



RIVERSIDE

You work as a tour guide trying to attract tourists to your guide boats for spectacular excursions. *Riverside* is a different kind of roll-and-write game: The game comes with a modular game board, which composes the route for the game. On a river cruise boat, everyone follows the same route, but you can take your tourists on different tours. You may plan ahead, but beware, the dice may force you to change your plans. Scheduled to ship in July 2023. SHG RVSD1\$29.99



SUSPECTS: ETERNAL DETECTIVE

Scheduled to ship in July 2023. HBG STSU02EN.....\$29.99

STEVE JACKSON GAMES



MUNCHKIN: PATHFINDER - GOBSMACKED! MINI-EXPANSION

Gobsmacked! unleashes 11 new Goblin monsters and four more Goblin-specific cards to the Munchkin mayhem! Scheduled to ship in September 2023. SJG 4422.....\$8.95



MUNCHKIN: TRICKY TREATS EXPANSION

Dress up, KILL THE MONSTER, and take their... candy? This title has been upgraded just in time for Halloween, it's now a 30-card mini-expansion. We added some cool Halloween-themed promo cards and 10 blank cards so you can make up your own tricks! Scheduled to ship in September 2023. SJG 4218.....\$10.95



MUNCHKIN: WARHAMMER 40K - STORMING THE WARP EXPANSION

Anyone who has explored the galaxy of will know that it holds a vast variety of planets. Some of these worlds appear in dozens of stories, such as Holy Terra, the capital of the Imperium of Mankind, others only get a passing mention as they are devoured by a Tyranid hive fleet. This Dungeons expansion for Munchkin Warhammer 40,000 brings 20 of these worlds to your table to add more Chaos (and fun) to your grim, dark games. Scheduled to ship in September 2023. SJG 4491\$11.95

STRONGHOLD GAMES

SPOTLIGHT ON

APPLEJACK

A clever tile placement game by Uwe Rosenberg. A wide orchard lies in front of Applejack's cottage. Help him and his daughter plant apple trees and harvest the juicy apples. Don't forget to set up the beehives between the trees. Because at the end of this game, whoever gets the most honey wins! Scheduled to ship in July 2023. SHG APPL1\$59.99



STUDIO H



NORTHGARD: WARCHIEFS EXPANSION

Your Clan will grant you a special power and unique clan cards to create and upgrade your deck. The *Warchief* expansion also brings you a dedicated warchief, coming both with a permanent power and a new card to add to your upgrades. Requires base game to play. Scheduled to ship in August 2023. HBG STNOWAREN.....\$27.99



NORTHGARD: WILDERNESS EXPANSION

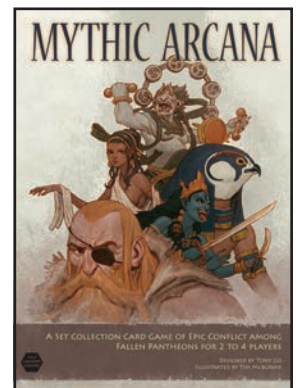
Beside the new creatures, you will find a module of 11 special environmental tiles. Introducing tiles with special effects. Like geysers, they increase your happiness and resilience to winter. In *Uncharted Lands*, it allows you to place one extra viking for free in the Geyser's territory at the end of the turn, as your units reap its benefits to invigorate themselves and get ready to jump into the fray! Requires base game to play. Scheduled to ship in August 2023. HBG STNOWILEN\$27.99



VIRTUAL REVOLUTION

Scheduled to ship in September 2023. HBG STVREN.....\$54.99

TAU LEADER GAMES



MYTHIC ARCANA

The Apocalypse. Gotterdammerung. Ragnarok. It goes by many names, but in the end, there are only ashes. The heavens have fallen, and in their wake, a void beckons to be filled. *Mythic Arcana* is an epic card and dice game about the creation of a new pantheon from the remains of shattered ones. Choose your gods wisely, and use them to battle the opposition. Only one pantheon can reign supreme. 2 - 4 players take turns rolling dice and summoning deities to build a unique pantheon. Each deity grants you special powers to increase your odds and level the battlefield. The first player to summon a deity of each of the five domains is declared the winner. Scheduled to ship in September 2023. TAU MA01\$54.99

GAMES

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EXIT: ADVENT CALENDAR - THE SILENT STORM

Exit: The Game - Advent Calendar: The Silent Storm is an EXIT game and a 24-part adventure story in one. To unravel the mystery of the Silent Storm, you must open a little calendar door every day. Behind each, you will find a new exciting puzzle, the solution of which will help you to move onto the next room. Only if you follow the clues and solve all 24 puzzles will you find the thief and the book...and save Christmas. Scheduled to ship in August 2023.

TAK 683009.....\$49.95

SPOTLIGHT ON



THE LORD OF THE RINGS: ADVENTURE TO MOUNT DOOM

In *The Lord of the Rings: Adventure to Mount Doom*, players follow the story of Frodo's perilous journey to destroy the One Ring in the fires of Mount Doom. He is accompanied by his familiar fellowship, who are charged with protecting him from the dangers he will face along the way. Scheduled to ship in July 2023.

TAK 682804.....\$29.95



CONNECTO

Connecto is based on the concept of connect-the-dots: connect the dots and guess what you are drawing. Each round, a card with several items is revealed. Simultaneously, players connect these items on their board to draw a shape. The first player who guesses what they are drawing (even if the shape is incomplete) writes it down on their board and starts the countdown for the other players. Once the time is up, players win points if they guessed right. Scheduled to ship in July 2023.

UPE 11232.....PI

MAGIC THE GATHERING CCG: SECRET LAIR APRIL 2023

PLAYMAT ARTIST SERIES

Scheduled to ship in May 2023.



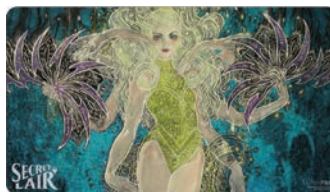
1 - REBECCA GUAY FEATURING: CLEANSING NOVA

UPI 19865.....PI



2 - REBECCA GUAY FEATURING: SERRA THE BENEVOLENT

UPI 19866.....PI



3 - REBECCA GUAY FEATURING: STONEFORGE MYSTIC

UPI 19867.....PI

POKÉMON TCG: KORAIKON & MIRAIDON

Scheduled to ship in September 2023.



2" ALBUM

UPI 16185.....PI



8" TABLE PLAYMAT

UPI 16193.....PI



9-POCKET PRO BINDER

UPI 16188.....PI



4-POCKET PORTFOLIO

UPI 16183.....PI



6" TABLE PLAYMAT

UPI 16192.....PI



9-POCKET PORTFOLIO

UPI 16184.....PI

TRICK OR TREAT STUDIOS



TEXAS CHAINSAW MASSACRE: MINIATURES

Scheduled to ship in July 2023.

TOT TCM01.....\$24.95

TROLL LORD GAMES



CASTLES & CRUSADES: PLAYER'S HANDBOOK 9TH PRINTING

TLG 80109.....\$39.99

ULTRA PRO INTERNATIONAL

DUNGEONS & DRAGONS

DUNGEONS & DRAGONS RPG: PLANESCAPE - ADVENTURES IN THE MULTIVERSE

Scheduled to ship in November 2023.

BLACK STITCHED PLAYMAT FEATURING - ALTERNATE COVER ARTWORK V1

UPI 38079.....PI

BLACK STITCHED PLAYMAT FEATURING - ALTERNATE COVER ARTWORK V2

UPI 38080.....PI

BLACK STITCHED PLAYMAT FEATURING - ALTERNATE COVER ARTWORK V3

UPI 38081.....PI

CHARACTER FOLIO FEATURING - STANDARD COVER ARTWORK V1

UPI 38205.....PI

CHARACTER FOLIO FEATURING - STANDARD COVER ARTWORK V2

UPI 38206.....PI

CHARACTER FOLIO FEATURING - STANDARD COVER ARTWORK V3

UPI 38207.....PI

PLAYMAT FEATURING - STANDARD COVER ARTWORK V1

UPI 38076.....PI

PLAYMAT FEATURING - STANDARD COVER ARTWORK V2

UPI 38077.....PI

PLAYMAT FEATURING - STANDARD COVER ARTWORK V3

UPI 38078.....PI

WALL SCROLL FEATURING - STANDARD COVER ARTWORK V1

UPI 38208.....PI

WALL SCROLL FEATURING - STANDARD COVER ARTWORK V2

UPI 38209.....PI

WALL SCROLL FEATURING - STANDARD COVER ARTWORK V3

UPI 38210.....PI



PLAYMAT
UPI 16182..... PI

POKÉMON TCG: **KORAIIDON**

Scheduled to ship in September 2023.



65CT DECK PROTECTORS
UPI 16186..... PI



FULL VIEW DECK BOX
UPI 16187..... PI



65CT DECK PROTECTORS
UPI 16189..... PI



FULL VIEW DECK BOX
UPI 16190..... PI



POKÉMON TCG:
SCARLET & VIOLET 3
Scheduled to ship in August 2023.
4-POCKET PORTFOLIO
UPI 16069..... PI
9-POCKET PORTFOLIO
UPI 16070..... PI
4-POCKET PORTFOLIO
UPI 16071..... PI
9-POCKET PORTFOLIO
UPI 16072..... PI

SPOTLIGHT ON



POKÉMON TRAINER: GUESS - CHAMPIONS EDITION
Test your knowledge with Edition! Just think of a Pokémon, answer the questions, and will figure out which Pokémon you're thinking of! The celebrates champions from across the world of , from Kanto to Galar! Guess and collect from 136 different , each associated with a Gym Leader, Elite Four member, or Champion. Scheduled to ship in June 2023.
UPE 10296..... PI

UPPER DECK ENTERTAINMENT



VS SYSTEM 2PCG: AEW
ALL ELITE WRESTLING
Introducing the newest 200-card Giant-Sized professional wrestling starter! AEW is the first wrestling game in the Vs. System 2PCG product line. In this 2-player game, each player will take on the role of one main wrestler and build a deck of 60 cards before the match starts. Can you beat other wrestlers in this Vs. System 2PCG All Elite Wrestling in a test of skill, guts and strategy? Scheduled to ship in August 2023.
UDC 10126..... PI

PATHFINDER



PATHFINDER LOST OMENS: HIGHHELM

Delve into the Emperor's Peak to experience Highhelm. Learn about life in the city, dwarven culture, and the clans who influence the Sky Citadel.

PZ09316 MSRP \$44.99



PATHFINDER AP 193: MANTLE OF GOLD

Begin a campaign in which you travel underground to discover a dwarven king's tomb, seek subterranean treasures, and heal old injustices.

PZ090193 MSRP \$26.99



PATHFINDER RAGE OF ELEMENTS

Introducing the kineticist, new elemental spells, items, class options, and a horde of monsters. Explore the Elemental Planes, including two new ones!

PZ02113 MSRP \$54.99



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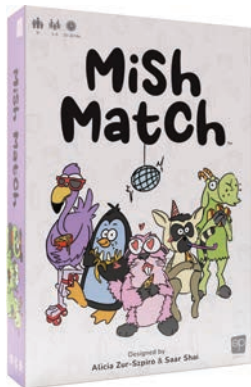
GAMES

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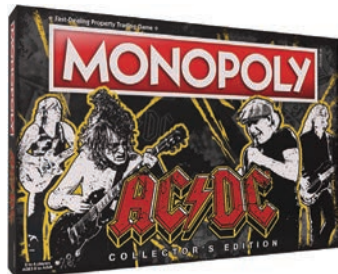
JUL 2023

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**MISH MATCH**

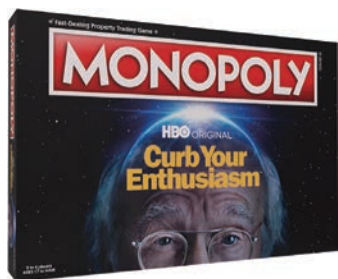
Get in the mix with *Mish Match*, the fastest fun you'll ever have! In this competitive, fast-action party game, be the first to spot and slap matching theme from a variety of Animals, Colors, Foods, and Moods! The objective changes as categories to match are called at the top of each round. Collect the stack if you're on point. Call it, flip it, slap it, claim it! The player with the most cards when the deck runs out, wins! Scheduled to ship in June 2023.

USO PA161-821 PI

**MONOPOLY: AC/DC**

USAopoly products must be sold in your brick & mortar store, or through a website you own. USAopoly products cannot be sold on Amazon, or any other third party website. Scheduled to ship in June 2023.

USO MN151-305 PI

**MONOPOLY: CURB YOUR ENTHUSIASM**

Navigate the absurdities of everyday life with the ultimate game for Larry David fans! *Monopoly: Curb Your Enthusiasm* lets players buy, sell, and trade well-known locations from the critically acclaimed HBO comedy, such as Larry's House, Ocean View Country Club, and more. Travel the board with custom tokens based on iconic objects, such as golf clubs or Director's chair, to upgrade properties with Improvements and Renovations. Endure 'The Stare Down' and 'Pretty, Pretty, Pretty Good' encounters and be the last every man with custom Curb currency to win! Scheduled to ship in June 2023.

USO MN104-803 PI

**PUZZLE: SUPER MARIO - MAYHEM 1000PCS**

Scheduled to ship in June 2023.

USO PZ005-827 PI

PUZZLE: THE LEGEND OF ZELDA - TEARS OF THE KINGDOM 1000PCS

Scheduled to ship in June 2023.

USO PZ005-838 PI

**TRIVIAL PURSUIT: IT'S ALWAYS SUNNY IN PHILADELPHIA**

Scheduled to ship in June 2023.

USO TP006-688 PI

**WHAT THE CUP!?**

What The Cup!? is a game of luck and lies where you must do whatever it takes to end up with highest or lowest valued die. Sabotage your opponents by changing the winning target, or follow card directives to spy, swap, re-roll, or reveal dice. Bet your chips to raise the stakes and bluff your way to victory. Does your cup hold the winner? The die don't lie... but YOU can try! Scheduled to ship in June 2023.

USO PA000-822 PI

**YAHITZEE: HELLO KITTY AND FRIENDS**

Celebrate friendship with this supercute twist on America's #1 Dice Game! *YAHITZEE: Hello Kitty and Friends* lets players 'Shake, Roll, and Shout' with Sanrio favorites such as Little Twin Stars, My Melody, Pompompurin and more! Mix up the custom dice with the collectible Hello Kitty head dice cup, and keep track of your winning combinations on a custom scorepad. Scheduled to ship in June 2023.

USO YZ075-296 PI

VAN RYDER GAMES**2070: A GRAPHIC NOVEL ADVENTURE GAME**

In 2070, you play as a group of elite agents: an android, a martial arts expert, an alien, and a mercenary. Your mission is to intercept the spy droid in the streets of Rome. Nobody dares to imagine the consequences if you fail... Investigation, traps, fights, survival and puzzles await you, but will you be able to work together to succeed in your common hunt without being distracted by your individual secret objectives? Play alone or with others, make the right choices of paths and actions and weave your own adventure because YOU are the heroes! Scheduled to ship in August 2023.

VRG GNA2070 \$39.99

**WIZARDS OF THE COAST****MAGIC THE GATHERING CCG: DOCTOR WHO****SPOTLIGHT ON****COLLECTOR BOOSTER DISPLAY (12)**

Travel across the universe with the Doctor and their companions in the little blue box, the TARDIS, and help them protect the universe from threats of all kinds. With Collector Boosters, your players get direct access to the coolest cards from the set. The Universes Beyond: Doctor Who Collector Booster Box contains 12 Universes Beyond: . **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D23620000 PI

**SPOTLIGHT ON****COMMANDER DECK CARTON (4)**

Travel across the universe with the Doctor and their companions in the little blue box, the TARDIS, and help them protect the universe from threats of all kinds; or take on the role of the villain and vie for intergalactic domination. In Commander, four players come together to show their strength and strategy, with one player coming out on top. Each 100-card ready-to-play Magic: The Gathering Universes Beyond: Doctor Who Commander Deck makes it easy for Commander fans in your store to



grab a deck and play right away. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D23630000 PI



FEATURED ITEM



BUNDLE

Magic: The Gathering Wilds of Eldraine Bundle - 8 Set Boosters + Accessories. Venture into the untamed Wilds of Eldraine, a fairy tale-inspired world in the Magic multiverse, and free the kingdom from a curse of endless slumber. Open a box full of Magic cards featuring

art and mechanics inspired by storybook themes, plus a box to store them in, a die to keep track of your life total, and more. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D24730000.....PI



FEATURED ITEM

COLLECTOR BOOSTER DISPLAY (12)

Magic: The Gathering Wilds of Eldraine Collector Booster Box - 12 Packs (180 Magic Cards). Venture into the untamed Wilds of Eldraine, a fairy tale-inspired world in the Magic multiverse, and free the kingdom from a curse of endless slumber. Collector Boosters are a shortcut to the coolest cards in a set, with packs full of Rare cards, shiny foil cards, and special alt-art, alt-frame cards. Every Collector Booster contains at least 3 Borderless cards featuring enchanting alternate art too wild to be framed. Collector Boosters contain more hard-to-find cards than any other Wilds of Eldraine booster, with 5 cards of rarity Rare or higher in each pack. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D24690000.....PI



FEATURED ITEM

COMMANDER DECK CARTON (4)

Eldraine is a plane of wonderful chaos and contradictions your players will be invited to start their own storybook adventure, enveloped in a fantastical fairytale with a twist to break the curse of an endless slumber. In Commander, four players come together to show their strength and strategy, with one player coming out on top. Each 100-card ready-to-play Wilds of Eldraine Commander Deck makes it easy for Commander fans in your store to grab a deck and play right away. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D24700000.....PI



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FEATURED ITEM



DRAFT BOOSTER DISPLAY (36)

Magic: The Gathering Wilds of Eldraine Draft Booster Box - 36 Packs. Venture into the untamed Wilds of Eldraine, a fairy tale-inspired world in the Magic multiverse, and free the kingdom from a curse of endless slumber. Draft Boosters are designed to draft a deck and play with friends; everyone grabs 3 packs and passes them around to pick cards. Add some lands and you're ready for epic 2-player battles. Every Draft Booster contains at least 1 Borderless card featuring enchanting alternate art too wild to be framed. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D24650000.....PI



FEATURED ITEM

SET BOOSTER DISPLAY (30)

Magic: The Gathering Wilds of Eldraine Set Booster Box - 30 Packs (360 Magic Cards). Venture into the untamed Wilds of Eldraine, a fairy tale-inspired world in the Magic multiverse, and free the kingdom from a curse of endless slumber. Set Boosters are specifically designed for a fun pack-opening experience, with at least 1 Rare or Mythic Rare card and at least 1 card with a shining foil treatment in every pack. Each Set Booster contains 12 cards with art and mechanics inspired by storybook themes plus an Art Card showcasing a piece of art from the set, sometimes featuring a foil signature from the artist. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D24680000.....PI



FEATURED ITEM



STARTER KIT CARTON (12)

Magic: The Gathering 2023 Starter Kit - Learn to Play with 2 Ready-to-Play Decks + 2 Codes to Play Online (2-Player Fantasy Card Game). This 2-player kit is a fun, easy way to start playing Magic: The Gathering, with everything you need to play in one box, a How-to-Play Guide, plus an interactive online tutorial in Magic: The Gathering Arena. Get 2 decks that are ready-to-play right out of the box, each with its own play style, unleash fire-breathing dragons to do massive damage with the Day of the Dragon deck or build up an ever-more-powerful army to crush your opponent with the Backup Beatdown deck. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D24740000.....PI

WIZKIDS/NECA



ASCENDING EMPIRES

Ascending Empires: Zenith Edition updates and expands the acclaimed game of flicking starships to distant planets to discover ancient relics, construct cities and starbases, and develop new technologies. Perfectly blending strategic empire building with fast and fun gameplay, this new edition also upgrades the starfield game board to neoprene mats and includes over 100 highly detailed plastic miniatures for a premium gaming experience! The Zenith Edition offers the ability to play using the original Classic Rules or the updated New Era Rules. Scheduled to ship in September 2023. WZK 87571\$139.99

DC HEROCLIX: ICONIX



BATMAN AND ROBIN

BIF! POW! There's no excuse for violence, but Batman's usually cool emotions have gotten the best of him in this cheeky new meme-a-riffic release. This Batman and Robin Iconix is made specifically for the collector. It captures a recognizable image and brings it to your game shelf, play table, or collection. Few pieces of internet humor have been as persistent as this one. Don't miss the chance to add it to your collection! Scheduled to ship in September 2023. WZK 84022\$19.99



DEATH OF SUPERMAN

30 years ago, the and the stories revitalized comics for the mainstream pop culture audience. It continues to be a story featuring one of the most iconic moments in American comic culture. DC HeroClix Iconix: Death of Superman is made especially for the collector. It captures the most important characters in the story as well as its follow-up the . Don't miss the chance to add these figures to your collection! Scheduled to ship in October 2023. WZK 84023\$79.99

KNIGHTFALL

30 years ago, the best-selling Knightfall saga captured the imagination of the world. Few stories are as epic as when the Dark Knight first encounters Bane - the man who broke The Bat! Knightfall is made specifically for the collector. It captures a recognizable image and brings it to your game shelf, play table, or HeroClix collection, whether you're a fan of Bane, Batman, or Azrael, these figures can't be missed! Rarely are moments in comics as memorable as this one. Scheduled to ship in August 2023. WZK 84024\$29.99



DUNGEONS & DRAGONS: ONSLAUGHT - EXPANSION MANY-ARROWS 1



Dungeons & Dragons Onslaught Many-Arrows expansion brings four new characters to your game, offering new, tactical advantages over each scenario. The specialist and support characters are an area-control and melee focused faction that can buff allies, debuff opponents, and add new tactical options. Utilize each character's individual abilities to battle opponents and foes, in order to conquer each scenario in a whole new way. Scheduled to ship in July 2023. WZK 89711\$39.99

**DUNGEONS & DRAGONS: ONSLAUGHT EXPANSION - RED WIZARDS 1**

Welcome four new fierce Red Wizard characters with *Dungeons & Dragons Onslaught: Expansion - Red Wizards 1*! Shoot your poison phrases at your enemies as Zhaleshah the Bard. Harness the destructive and restoring power of fire and torch the competition with Stagharh the Druid and their Wildfire Spirit. Weave your web to outmaneuver your rivals with Vendrah Regalle the Ranger and their spiders. No time for cool downs with Jalana Stalos the Paladin. Instead, gain and spend divine charges to smite your foes. Scheduled to ship in July 2023.

WZK 89712 \$39.99

SPOTLIGHT ON**DUNGEONS & DRAGONS: REPLICAS OF THE REALMS - WHITE DRAGON TROPHY PLAQUE**

The White Dragon Trophy Plaque is a highly detailed, hand-painted sculpture made of poly-foam and latex. It includes the hardware needed to mount the plaque to your wall. The smallest, least intelligent, and most animalistic of the chromatic dragons, white dragons dwell in frigid climes, favoring arctic areas or icy mountains. They are vicious, cruel reptiles driven by hunger and greed. A white dragon has feral eyes, a sleek profile, and a spined crest. Scheduled to ship in November 2023.

WZK 68510 PI



NOT FINAL ART

LIMITED EDITION BOXED SET

Enhance your Bigby Presents: *Glory of the Giants*-themed campaign with this Limited Edition Boxed Set! This set contains three huge-sized creatures and two medium-sized creatures. Each figure has a paint scheme unique to this box only. The *D&D Icons of the Realms: Bigby Presents: Glory of the Giants - Limited Edition Boxed Set* is a sampling of the full *Bigby Presents: Glory of the Giants* booster set. This set includes the following: Fire Hellion. Frostmourn Stone Giant of Evil Earth Goliath Chef Giant Lynx.

WZK 96265 \$69.99



NOT FINAL ART

DUNGEONS & DRAGONS: THE LEGEND OF DRIZZT 35TH ANNIVERSARY

Scheduled to ship in October 2023.

**DUNGEONS & DRAGONS: TRIALS OF TEMPUS BOARD GAME**

Dungeons & Dragons: Trials of Tempus is a cooperative, team-based game for 2-8 players, where rival parties of Heroic adventurers battle to prove their worth and mettle in the ever-changing Battlerealm of Tempus, God of War! Choose your Hero wisely, for the skills and allies you need to conquer each Trial are never the same, and the Guardian that awaits you all at the end will surely test the limits of your bravery... or is it your cunning? The Trial will tell. To win, you and your party must work together to earn more Victory

Points than your rivals by completing Quests and gathering Loot! Scheduled to ship in July 2023.

PREMIUM EDITION WZK 87546 \$199.99

STANDARD EDITION WZK 87545 \$99.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 27**BIGBY PRESENTS GLORY OF THE GIANTS**

Scheduled to ship in August 2023.

SPOTLIGHT ON**BOOSTER BRICK (8)**

The 27th set in our Icons of the Realms line of pre-painted Dungeons & Dragons miniatures. Collect all 42 figures from *Bigby Presents: Glory of the Giants*, the newest set of randomly sorted monsters and characters in our exciting line of D&D miniatures.

WZK 96261 \$199.92

**SPOTLIGHT ON****FAMILY & FOES BOXED SET**

As the newest entry into the D&D Icons of the Realms line, the *D&D The Legend of Drizzt 35th Anniversary - Family & Foes Boxed Set* offers pre-painted versions of some of the Forgotten Realms' most beloved heroes and duplicitous villains depicted at their most iconic. This set includes the dual scimitar-wielding drow ranger, Drizzt Do'Urden, and his faithful panther companion, Guenhwyvar. These two are joined by Drizzt's father and mentor, Zaknafein Do'Urden, and Drizzt's mother and powerful high priestess of Lolth, Malice Do'Urden.

WZK 96214 \$49.99

TABLETOP COMPANIONS BOXED SET

As the newest entry into the D&D Icons of the Realms line, the *D&D The Legend of Drizzt 35th Anniversary - Tabletop Companions Boxed Set* offers pre-painted versions of some of the Forgotten Realms' most beloved heroes depicted at their most iconic. This set includes the dual scimitar-wielding drow ranger, Drizzt Do'Urden, and the dwarven king of Mithral Hall, Bruenor Battlehammer. These two are joined by Drizzt's faithful panther companion, Guenhwyvar, the master archer, Cattie-brie, the Reghed barbarian, Wulfgar, and the roguish halfling, Regis.

WZK 96213 \$49.99

MARVEL HEROCLIX: GUARDIANS OF THE GALAXY HOLIDAY CALENDAR

If you're in search of the perfect present for the player in your life - look no further! The *Guardians of the Galaxy Holiday Calendar* is an awesome way to celebrate a little bit each day... or all at once! With 12 figures to open, you or a lucky gift-recipient will cherish the wonder of the holiday season just like Peter Quill when he was a young Ravager...or you could buy it for yourself and ruin the holidays for your opponents like a total Yondu. The *Marvel HeroClix: Guardians of the Galaxy Holiday Calendar* is made especially for the collector or Super Fan. It depicts versions of the exclusive to the will make a great decoration around your home, on your desk, or under your tree! Scheduled to ship in November 2023.

WZK 84926 \$99.99



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UNPLUG AND FREE YOUR MIND WITH

LEGENDARY ENCOUNTERS

T H E

MATRIX



LEGENDARY ENCOUNTERS DBG: THE MATRIX

UDC 96550..... PI | Available June 2023!

By day, Thomas Anderson works for a software company.
By night, he is the hacker known as Neo.

One of these lives has a future, and the other does not. *Legendary Encounters: The Matrix* puts you right in the action of *The Matrix* trilogy as you choose a hero, free your mind from *The Matrix*, encounter deadly Sentinels in the subterranean depths of the real world and defend the underground city of Zion from the relentless machines! No one can be told what *The Matrix* is.

You have to see it for yourself.



Choose Your Avatar. Build Your Deck. Save Your Future. *Legendary Encounters: The Matrix* is a cooperative deck building game that immerses 1 to 5 players into the into the films of *The Matrix* trilogy. *The Matrix* was groundbreaking, pushing the boundaries of cinema with its mind-blowing visuals and wicked special effects. Its influence on modern film making and special effects can't be understated, and we're excited to bring that legacy to life on the table. Whether you're a fan of *Legendary Encounters* games, the sci-fi genre, or just have always wished you could move in bullet time, it's time to answer the call and discover more about *Legendary Encounters: The Matrix*!

First and foremost, you might be asking yourself, what is *Legendary Encounters*? Is it different from *Legendary*? The *Legendary Encounters* deck-building games are in the same family of *Legendary*, and have seen great success with other blockbuster sci-fi properties. The core deck building engine is shared between *Legendary* and *Legendary Encounters*, but with distinct differences in the experience. We're excited to return to this variant for the first time in over half a decade!

Those differences suit *The Matrix* especially well. *Legendary Encounters* games have Hidden Enemies: When cards are drawn



from the Matrix Deck, they start off face down and must be "scanned" by players who have enough Attack in order to turn them face up. You might find an Agent or other characters to fight an Event or Challenge that's matched to an ongoing scenario, or Objectives that must be completed before continuing to the next Act of that scenario.

Another major difference is that Enemies Strike players: When a card last long enough without being scanned and fought in The Matrix row, it drops down to the Combat Zone where it's immediately revealed and becomes much more threatening. At the end of each player's turn, the enemies in the Combat Zone Strike that player, causing them to accumulate damage... When any player takes too many Strikes, all players lose!



One of the most obvious differences is the addition of Avatars. Each player chooses one of nine Avatar standees that correspond with respective Avatar Cards, based on the movie or scenario you're playing. You can choose Neo, Morpheus, Trinity, and more! This determines how much Speed and Health you have, as well as gives you a three unique Abilities that activate with the *Free Your Mind* card.



Now that you know what to expect, and you're ready to plug in, what will you see when you open the box? The game includes a neoprene playmat to help you organize the play field, as well as nine Avatar standees that correspond with respective Avatar Cards, based on the movie or scenario you're playing. You can choose Neo, Morpheus, Trinity, and more! (Did we mention that already? Must be déjà vu...) Your Avatar card represents your physical body in the Real World, and your standee – which we'll call your Residual Self Image – represents your consciousness, whose placement on or off the playmat indicates whether your consciousness is in the Real World or the Matrix.



Moving between the Real World and the Matrix is one of the most important new game mechanics that *Legendary Encounters: The Matrix* introduces. This greatly determines what players can do as well as what effects will be applied to the players. While in the Real World, your Residual Self Image standee is placed on your Avatar card, but if you enter The Matrix, you will move the standee onto the "In the Matrix" Space on the playmat. You can only spend to Recruit Heroes while you're in the Real World, and you can only pay Attack to scan spaces and fight Enemies in the Matrix. Once during your turn, you may either move to the Matrix or to the Real World for

free. You can always move to the Matrix. But you may only leave the Matrix if there's a Telephone available on the playmat. Thoroughly consider what you need to do in both the Real World and the Matrix depending on whether you need to Recruit, Attack, or complete Challenges – and be careful not get trapped inside with no Telephones open!

Finally, we'll dive into the most significant thing you'll find in the box: 500 playable cards with all new art! Card art in *Legendary Encounters: The Matrix* features all original work by seven different artists. Experience the striking visual style of The Matrix with images that based on iconic moments and imagery from the films! The box art revealed at Gen Con 2022 sparked great interest and anticipation for the release of the game. Attendees who participated in demos at the Upper Deck booth got a special look at the art for the standees as well as select card art. Now, you'll get to enjoy the impressive amount of never-before-seen art that helped make the demo so popular on the show floor.

Are you ready to join the Nebuchadnezzar and Become the One? Choose to plug in as Neo or other iconic heroes from The Matrix. Build your deck with powerful Coordinated Attack and Recruit. Save Zion and the Real World in *Legendary Encounters: The Matrix Deck Building Game*! Find this release in June at your friendly local game store and at UpperDeckStore.com.

Jade Sigmundis the Marketing Coordinator of Entertainment Products

The Upper Deck Company is a worldwide sports and entertainment company built on the pillars of quality craftsmanship, authenticity, and innovation. Upper Deck is dedicated to creating premium products that turn memorable moments into collectibles and games.

UNBOXED



DESIGNER DIARY WITH JORDAN SORENSON, GAME DESIGNER OF UNBOXED

UNBOXED

WZK 87574 \$19.99 | Available Q3 2023!

WizKids is excited to share *Unboxed* with the world later this year, our first take on the one-box-mystery genre. Do you like mysteries and puzzles and solving clues? Are you a fan of escape rooms, or the "box escape" style of games? If so, we think you'll love *Unboxed*! In this unique twist on the genre, players work together to learn the rules of 10 different board games from a distant past. The best part is, once solved, you'll have a bunch of new mini games you can hold on to instead of discarding all the pieces when you're finished! We can't share too much more about the game without spoiling its many secrets and surprises, so we reached out to designer Jordan Sorenson to learn a little more about the inspiration and design process behind such an inventive game. Let's hear what Jordan has to say!

Tell us a little bit about yourself and your gaming background.

I'm Jordan, and I've been in the gaming hobby for a couple decades! My true gaming foundation was *Twilight Imperium*, so I will always be partial to games that require insane time commitments with friends old and new.



Describe your design philosophy.

My design philosophy is quite simple: The cardboard on the table is just a vehicle for a journey, because the most interesting part of any journey is not the things you see, but the shared experience of your fellow humans along the way. People are a bottomless well of discovery, creativity, and ingenuity, so I always try to encourage players to tap into that in all my designs.

What inspired you to create *Unboxed*?

Unboxed was inspired by the story of an ancient Mesopotamian game called the "Royal Game of Ur" discovered by British archaeologist Sir Leonard Woolley. At first only the boards and pieces were

excavated, so knowing how it was played was only speculative at best. Later though, Dr. Irving Finkel, a curator for the British museum received a crumbling clay tablet that contained a cuneiform script referencing what seemed to be the rules for a game! Dr. Finkel then successfully cross-referenced those rules with the board layout from the Royal Game of Ur, resulting in one of Earth's oldest games to be officially resurrected.

Tell us more about the game!

This concept of resurrecting old board games with limited information is what *Unboxed* is all about! But instead of having to translate a cuneiform tablet explicitly laying out the rules, you will only be given ancient images that you must decipher using your board game knowledge and intuition. With ancient pieces, boards, and reference images, players will be challenged to recreate their idea of how the ancient board game was played. While there is always a correct answer, more enterprising players are encouraged to come up with their own solution if they deem it better or more fun! At the end of each session, players will have a fully-fledged mini game that is completely playable.

What has the process been like for you taking your game from the drawing board to the final stages?

The process of testing out each scenario was extremely enjoyable because the results were so unexpected due to how every group collaborates differently. Because the path to a solution looks different for every group, it was my job to make sure I removed as many obfuscating pitfalls as possible, allowing players to unravel the mystery together more comfortably. As the final pieces came together, WizKids did a fantastic job keeping me in the loop to make sure the gameplay was cohesive and consistent through the development cycle, and they definitely did their due diligence by employing the amazing development team over at Brieger Creative. I was very lucky to be able to work with WizKids on this project.



What types of players might enjoy *Unboxed* the most?

If you think you know a thing or two about board games, or you simply just like the idea of a puzzle where the solution is a playable mini game at the end, I highly encourage you to check out *Unboxed* for an archaeological adventure that can be experienced from the comfort of your own home.

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BATTLETECH™

CLASHING ARMIES



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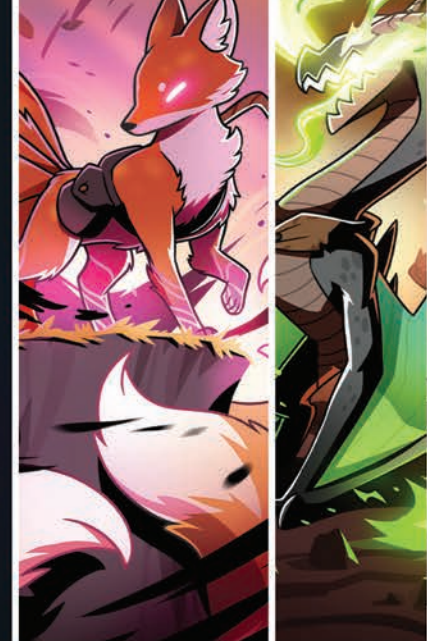


CAT35690:
Alpha Strike Box Set



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CATALYSTGAMELABS.COM



CASTING SHADOWS

TET 6962-CS-BSG1 \$30.00 | AVAILABLE NOW

*Explore your magic. Embrace your power.
Awaken your darkness.*

The creators of *Here to Slay* and *Happy Little Dinosaurs* are deepening their catalog with this immersive, turn-based competitive strategic tabletop game. Choose an adorably fierce character to play as while you explore this dark, enchanting world and battle your opponents. Throughout the game, you'll collect Resources, learn new Spells, summon a Companion, and unlock your Shadow Form, all in the quest to become the Ultimate Shadow Caster. The last player standing after this supernatural showdown wins the game!

WHAT'S INSIDE THE BOX?



Casting Shadows is a 2-4 player game for ages 12+ with a 30-60 minute playtime. Each game includes 5 dice, 4 double-sided player boards, 7 Hex tiles, 53 Main Deck cards, 10 Companion cards, 10 Counterspell cards, 4 Meeple, and 13 double-sided Resource tokens.

The game begins with each player choosing a character. Will you play as Kit Gale, Frill Lilypad, Haze Greentongue, or Nuzzle Thornwood? Each comes with its own corresponding Meeple and player board. The double-sided player board tracks your health and Shadow Energy while featuring beautiful artwork of the characters' Base and Shadow Forms. You'll begin with your character's Base Form face up, and play as their Shadow Form later on! To begin, everyone sets their HP Tracker to 18 and their Shadow Tracker to 0 Shadow Energy. You'll leave space to the side of your player board open for your Spell Book, which is where you'll Collect Spell, Counterspell, and Resource cards throughout the game.

The Main Deck is composed of 53 Spell cards that come in two forms: Conversion Spells and Attack Spells. Conversion Spells allow you to turn your Resources into different Resources or add Resources to your Resource Pool. The game has four different Resources: Gems, Orbs, Shadow Fragments, and Cursed Crystals. Attack Spells allow you to deal damage to other players within range. Some allow you to deal damage to only one player at a time, while others allow you to deal damage to all players on the same Hex tile. You can also upgrade your Spell cards to learn even more powerful attacks!

Counterspell cards allow you to surprise your enemies and turn the tides in your favor at an opportune moment. Some Counterspell cards have defensive effects that allow you to prevent or deflect damage, while others allow you to strike back against anyone who dares to cross you.

Resource cards are also found in the Main deck and allow you to add additional Resources to your Resource Pool. Keep Resource cards in your Spell Book until you are ready to spend them, keeping in mind that once you use a Resource card, you must spend the Resources before the end of your turn (or else you'll lose them).



The game Map is made up of all the individual Hex tiles. Hex tiles represent different locations within the game, and each location grants you an advantage (ranging from extra Resource allocations to healing to damage reduction). You'll also be able to learn useful Spells (or Counterspells) at each location that you can use to gain an edge over your opponents.

Your turn consists of 3 phases. During Phase 1, you'll take the 5 Resource dice and roll them in front of you to form your Resource Pool, which contains all the Resources you can spend that turn. If you start your turn on a Hex tile that grants you a specific Resource, add that corresponding Resource token to your Resource Pool. When you spend a Resource, you'll remove it from your Resource Pool. You will need specific combinations of Resources during your turn to Collect and Cast Spells, so manage your Resources wisely!

During Phase 2, you'll get 4 Action points to spend. You may choose to spend your points on the following Actions: Travel, Collect, Refresh, Reroll, Protect, and Cast. Travel means that you move your Character from your current Hex tile to any adjacent Hex tile. Collect means that you spend the required Resources to move a Spell, Counterspell, or Resource card from next to your current Hex tile to your Spell Book. Refresh means that you move the card next to your current Hex tile to the discard pile and replace it with the top card from the Main deck. Reroll means that you choose any number of rolled Resource dice (except Cursed Crystals) and roll them again. Protect means you can remove 1 Cursed Crystal from your Resource Pool (any Cursed Crystals remaining in front of you will hurt you at the end of your turn). Cast means you can spend Resources to use a Spell card effect from your Spell Book. You can use each Spell card effect only once per turn.

During Phase 3, you'll absorb any remaining Shadow Fragments in your Resource Pool by moving your Shadow Tracker up by that amount. If you've absorbed enough Shadow Energy and you are in your Base Form, you may immediately transform into Shadow Form!

When you transform into your Shadow Form, you get to summon a Companion from the Companion Portal. You'll only get 1 Companion for the rest of the game, so choose wisely! Shadow Form also grants you access to your character's unique Ability, which you can use by spending Shadow Energy. After using your character's Ability, rotate your Shadow Tracker down by the amount of Shadow Energy spent. You may use your character's Ability multiple times in a single game, but you must fully charge your Shadow Energy before each use.

Before ending your turn, you must take 1 damage (DMG) for each Cursed Crystal remaining in your Resource Pool, and remove all unspent Resources from your Resource Pool. Then it's the next player's turn.

In order to be crowned the winner you must be the last player standing. Will you vanquish all your enemies, or will you be left in the Shadows?



TET 6963-CS-EXP1 \$20.00 | AVAILABLE NOW

Expand your *Casting Shadows* world with *The Ice Storm Expansion*! Add 2 more playable characters, 2 new mechanics, 3 new Hex tiles, 15 additional Main deck cards, 4 Counterspell cards, 4 Companion cards, 2 Meebles, and 10 double-sided Status tokens!

You can also purchase *Casting Shadows* and *The Ice Storm Expansion* Vinyl Figures, perfect for collecting, displaying, and decorating!

UNSTABLE GAMES

What is Unstable Games? We launched *Unstable Unicorns* in 2017, and have been obsessed with making games ever since. Six years and 7 titles later, we've sold over 5 million games worldwide.

We design games with imaginative worlds and relatable characters that walk the line between adorable and diabolical, always with a tongue-in-cheek sense of humor. Our games are accessible and easy to learn for new players, but are strategically deep enough to keep seasoned veterans engaged. We've enjoyed tremendous success both in mass market and specialty retail stores. Today, our games are translated and distributed in 16 languages around the globe.

THE GUARDIANS OF THE SKIES ON SIGHT!



The **Caquot M/Ae 800 Drachen**, The Most Popular Balloon Of The First World War, Is Coming For The Miniature Game Of Aerial Combat, Together With New Nieuport 16 Fighter Models

Observation balloons played a critical role in the struggle for aerial and ground supremacy during the First World War. With their ability to support troops, gather intelligence, and assist with artillery fire, these massive "Drachens" were heavily defended by anti-aircraft guns, groups of machine guns, and patrolling fighter aircraft. But the brave balloon busters, equipped with special weapons like Le Prieur rockets, were up for the challenge of taking them down.

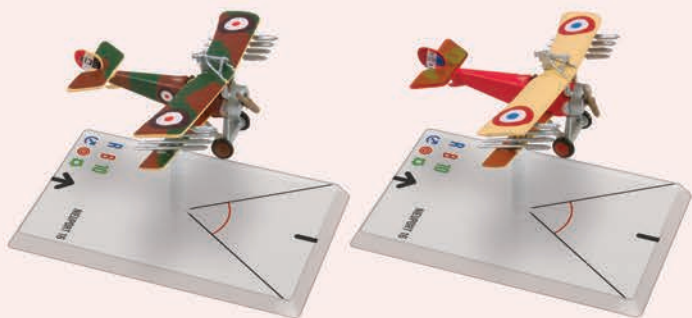
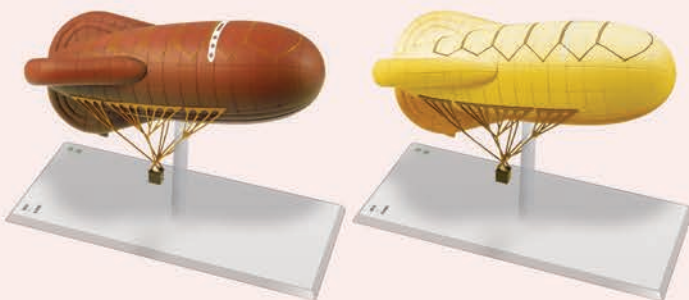
Now, these intense and thrilling battles come to the tabletop with the latest release for the miniature game of aerial combat WWI *Wings of Glory*: the French Caquot M, used by all Entente powers and produced by Germans as the "Achthundert English" Ae 800. Together with the Drachens, Ares Games will also release new models of the Nieuport 16, a great fit to use in play with the balloons.

Wings of Glory is a fast-playing and easy to learn game system that uses cards and miniatures to represent airplanes and their maneuvers, allowing the players to fly with the main airplanes of WWI and the most famous aces of the aviation, like Manfred von Richthofen, Frank Luke Jr., Max Immelman, and William Barker. Players control one or more airplanes, engage their opponents in aerial duels, or try to accomplish a specific mission, such as recon, escort, or bombing.



Three *Airplanes Packs* releases alongside the Drachens, featuring three new versions of the famous Nieuport 16, used by Jean Navarre, the Escadrille Lafayette, and Henri De Guibert.

The Nieuport 16 was an evolution of the Nieuport 11, reinforced and modified to fit a new, more powerful engine, and used as a fighter, bomber escort, and in balloon busting.



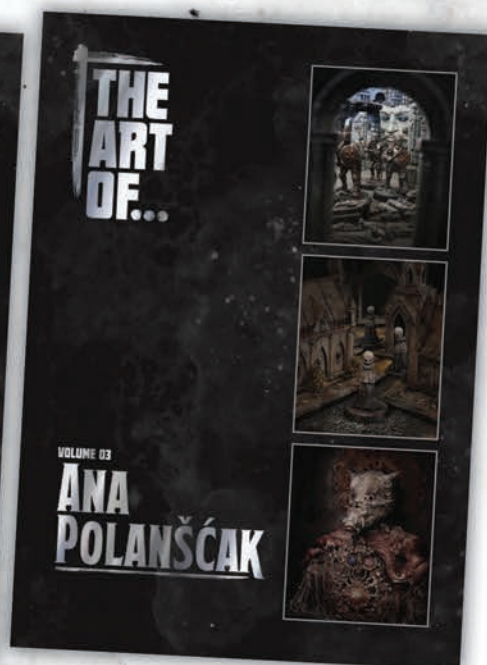
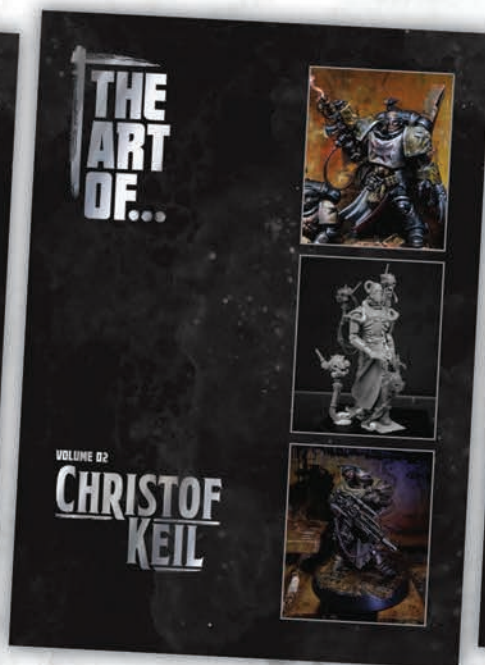
To start playing the game, players can choose to pick up one or two *WWI Duel Packs* (ready-to-play sets with two airplane models, rules, and accessories), or jump directly to a complete gaming experience with the *WWI Rules & Accessories Pack* and two or more *Airplane Packs* out of the extensive catalogue available – the line includes 37 different airplane models, each of them in multiple versions. Each *Airplane Pack* includes a ready-to-play model, painted, and assembled, with a special base, a flying stand, and a deck of Maneuver and skill cards. Special Packs add bombers to the game and, now, the Drachens.

The *Caquot M / Ae 800 Drachen Special Pack* (AGS WGF305A /B, \$29.90) allows the players to experience the thrill of commanding an observation balloon in the midst of the aerial battles of World War I, playing a variety of missions, like defending the balloon from enemy attacks or attempting to take down an enemy balloon. Drachens come in two different base colors – Sand and Brown; each pack features a pre-painted model, scenarios, ground units, new rules, and new abilities. It also includes decals to personalize the balloon with national markings of a specific country. The rulebook presents a series of ready-to-play scenarios, which can be also used as blueprints to invent new scenarios.

The *Nieuport 16* (AGS WGF125B, \$19.90) piloted by French ace Jean Navarre was previously only available as part of the *WWI Wings of Glory Tripods & Triplanes Starter Set*, now out of print. This famous ace, known as the "Sentinel of Verdun" was the first French pilot to shoot down two enemy aircrafts in a day and the first to be officially declared an ace. He was made a Chevalier de la Legion d'Honneur for his secret special missions and his aerial victories. The second *Ni. 16* (AGS WGF125C, \$19.90) shows the markings of the famous "Escadrille La Fayette" – so called in honor of the French hero of the American Revolutionary War. This unit was composed mostly of American volunteers who soon became a great inspiration for many young pilots. The third *Nieuport 16* (AGS WGF125D, \$19.90) is the airplane piloted by Henri De Guibert – honored as Chevalier de la Légion d'Honneur after 19 years of service – when he scored his first victory, on July 21, 1916.

Get ready to add a new dimension to the "Knights of the Air" era on your tabletop, commanding your own observation balloon and taking off with new aces of World War I!

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A GRIM & TREACHEROUS FUTURE



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WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - CORE RULEBOOK (HARDCOVER)

CB7 2700..... \$59.99 | Available September 2023!

September will see the wide release of one of this year's most anticipated roleplaying game titles — *Warhammer 40,000 Roleplay: Imperium Maledictum*. Cubicle 7 is proud to present a brand-new tabletop roleplaying game of grim missions set amidst the darkness of the 41st millennium. *Imperium Maledictum* is a game of intense investigations and brutal combat, where a cunning mind, stolen secrets, and influence precisely wielded are more effective than even a well-aimed bolt round.



Far to the Galactic West of Terra, within the Segmentum Pacificus, lies the Macharian Sector — a teeming region of industrious worlds seized by the conquering armies of its namesake — the legendary Lord Solar Macharius. The darkness unleashed by the opening of the Great Rift, the Noctis Aeterna, saw many of the planets of the Macharian Sector reduced to ruinous shadows of their former selves. Now that the Days of Blinding have begun to recede, the sector's many factions look to rebuild their worlds. Even so, anarchy and sedition are widespread, with many holding their own, doubtless heretical, ideas of what the future should hold.



In *Imperium Maledictum*, Players take on the role of Imperial adepts and common citizens hailing from myriad worlds across the Macharian Sector. Recruited by a Patron — a powerful and influential individual within the sector who needs expendable agents to advance the Imperium's interests, as well as their own inscrutable agenda — a character's life only has value as long as they are useful to their Patron. They must swiftly learn to weave through the complicated web of competing factions that make up the Imperium, discerning in-fighting from treachery and corruption if they wish to survive.

Patron creation is a vital part of *Imperium Maledictum*, for it helps shape the missions and investigations the characters undertake. Everyone playing the game collaboratively creates their Patron before they make their characters. While Patrons are commonly steadfast servants of the Imperium, their precise goals and methods vary wildly and will likely be at odds with other Imperial factions.

WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - CORE RULEBOOK COLLECTORS EDITION (HARDCOVER)

CB7 2704..... \$119.99 | Available September 2023!

Imperium Maledictum holds extensive details on the Macharian Sector and its turbulent history, including many important worlds and the dangers that plague them. Those unfamiliar with Warhammer 40,000 will find a wide-ranging chapter detailing the Imperium and all of its most potent factions in their context within the Macharian Sector. It is a treasure trove of lore for any savant of the 41st millennium.

Imperium Maledictum uses a refined d100 system that incorporates some of the best parts, including all the terror, from the previous generation of Warhammer 40,000 d100 roleplaying games. For example, the chapter on using psychic powers allows their users, Psykers, to be as dangerous as they should be to their enemies and, occasionally, their allies. An extensive bestiary contains the rival agents of the many factions that will frequently oppose the characters, along with some threats from outside the Imperium in the form of sinister xenos and horrible daemons. There is also a chapter on what characters may get up to in the brief moments they are allowed to attend to their affairs between missions for their Patron.



Imperium Maledictum is releasing in two formats simultaneously: a robust standard edition with a magnificent cover depicting agents approaching a scene of bedlam and a glorious *Collector's Edition* housed in a magnetically sealed box adorned with breathtaking artwork. The *Collector's Edition* has a deluxe black faux leather cover ornamented with gold and silver iconography symbolic of Saint Macharius. So whether your customer is intrigued or already a fan of Warhammer 40,000, they will want a copy of *Imperium Maledictum*.



NOT FINAL ART

...

TS Luikart is the North American Sales Manager and an RPG Designer for Cubicle 7. He could really use an augmetic cogitator to keep track of all the histories of the worlds he has helped create as his brain is getting full.

HEROES OF BARCADIA™

Heroes of Barcadia is a 2-6 player tile-based dungeon crawling tabletop party game with a liquid twist: Your character's health is measured by the drink in your glass. The object of Heroes of Barcadia is to be the first player to collect three Power-Ups and reclaim the Drink Hoard by defeating the Grand Drink Guardian.

◆ Shipping July 2023 ◆



UPC: DIA STL274974
SRP: \$25.00

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KONG SKULL ISLAND

evilgenius
GAMES

EVERYDAY HEROES RPG: KONG SKULL ISLAND CINEMATIC ADVENTURE
EVL 05000 \$24.99 | Available June 2023!

Are you ready to visit a land of unparalleled danger, adventure, and discovery? In this vast, untouched wilderness, there are wonders to behold and majestic beauty. Yet hazards lurk with every step you take, as you risk terrifying encounters with gigantic beasts—including the god-like creature who rules them all—King Kong. That's the world that awaits you and your intrepid team in *Kong: Skull Island: A Cinematic Adventure* by Evil Genius Games.

Based on the Legendary Entertainment films, books, and comics known as the Monsterverse, *Kong: Skull Island* takes gamers on a wild, heart-pumping exploration of a mysterious jungle landscape, facing deadly superspecies as everyone tries to survive. Lead game designer Sigfried Trent spearheaded the design of this adventure-filled tabletop gaming experience built on Evil Genius Games' *Everyday Heroes* core rulebook. Here, he talks about what players can expect when they explore the world of *Kong: Skull Island*.

How did you tackle making *Kong: Skull Island* unique?

TRENT: *Kong: Skull Island* is perhaps the most traditional of all our Cinematic Adventures. It's about exploring and surviving in an extremely hostile, but wondrous, environment. Random encounter tables can be used when exploring the island, which is perfect for a vast, unexplored island teeming with dangers. About the only thing missing from the classic RPG formula is chests of treasure, but if you consider scientific knowledge to be a treasure, and I certainly do, the game has that too.

What challenges arose as you designed the game?

TRENT: The Monsterverse contains an intentional internal conflict between fantasy and science. This makes for some delicate writing where we talk about scientific inquiry into the Kong world without crushing immersion by wildly contradicting real-world science.

Another challenge was presenting the Iwi, who are an important part of the Skull Island setting. There are a lot of socio-political and ethical aspects at play, and I had some issues with their portrayal in the comics series. At the same time, I had to avoid contradicting established Monsterverse lore. I was very meticulous in the language I used to describe their culture and I tried to cast their role so that they are shown to have more agency.

What new character classes can gamers expect to see?

TRENT: There are two new classes: the Monster Hunter and the Field Scientist. The Monster Hunter is a mercenary who specializes in fighting the monsters found on the island. I went with the Tough

Hero archetype and built my own spin on the D&D Ranger class's favored-enemy mechanic, making it more involved and open-ended so players can add new foes through encountering those creatures and through research.

The Field Scientist re-casts our core Scientist class to make it better fit the game. The Monsterverse setting has a great many heroes who are STEM scientists. So, *Kong: Skull Island* needed a hero that would feel like a serious researcher who can use their knowledge and smarts to survive dangerous situations.

What inspired the included adventure, *Sliver of the Skull*?

TRENT: Its driving themes are adventure, environmentalism, and exploitation. It's a classic tale of man seeking to exploit nature, finding that nature is too powerful to be controlled, and then taking responsibility for the error in judgment by working with nature to correct the mistake.

Tell us about some of the game's specific features.

TRENT: The real highlight of the setting are the creatures and the rules for Titans like Kong and Camazotz. The new rules and GM guidance focus on how to stage encounters that involve 300-foot-tall creatures that can level a city, with 6-foot-tall humans trying to influence the outcome of these epic events. It's the Monsterverse, and we'd be remiss not to deliver a number of serious monsters for players to face.

What else can players expect?

TRENT: Skull Island is a supremely dangerous place, and they shouldn't expect to overcome every creature they encounter. The island only has one king, and that's Kong. Surviving a trip to the island should be considered a significant victory in itself.

Any final thoughts?

TRENT: This is one of only a few RPG settings based on the "disaster movie" genre. Players are small, weak, and vulnerable when compared to the monsters and natural forces that define this setting. No band of everyday heroes, no matter how powerful, are going to stand up to the Titans using sheer might. They are living gods, and you are very much mortal humans. *Kong: Skull Island* is unusual in that the heroes have no choice but to be humbled by the setting and focus on influencing events rather than on being powerful enough to control them.

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Learn more about *Kong: Skull Island: A Cinematic Adventure* at Evil Genius Games.



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HEROES OF FAIRY TAIL

フェアリーテイル



HEROES OF FAIRY TAIL

GGD JPG147 PI | Available August 2023!

If you're an anime fan, you know that there's nothing quite like immersing yourself in your favorite series. The *Heroes of Fairy Tail* Board Game is a fun and engaging way to do just that! Created by the game design heroes at KAEDAMA, this game is part of a collection that includes other popular anime titles like *Naruto Ninja Arena* and *Tokyo Ghoul*. You know you're in good company when you're playing with the likes of *Naruto*, *Natsu* and *Kaneki*! All those games may have very different gameplay (*Naruto* is a high-speed roll and clash game while *Tokyo Ghoul* is a great party game based on social deduction), they come in the same size box and are sold for the same price of \$34.95. Be the first to complete your collection of Anime board games by KAEDAMA!

With 60 Hero cards and 42 Adversary cards, you'll have plenty of options when it comes to assembling your team. The game also comes with 18 Constellation tiles, 15 Mission cards, and a range of other components that make each game unique. The game's replayability is a huge selling point, as no two games will ever be the same. The gameplay is easy to pick up yet hard to master and will challenge even the most confident players. Which abilities will you choose to dominate the board?



powers associated with a single element. Are you more of a fire user like Natsu or a topless ice wizard like Gray? No matter, both heroes are playable characters and can be part of your party!

One of the best things about *Heroes of Fairy Tail* is that it captures the essence of the anime perfectly. The game features all the iconic locations from the series, including Magnolia Town, the Fairy Tail guild hall, and the Tower of Heaven. You can explore these locations, battle against powerful villains like Zeref and Acnologia, and complete quests to earn rewards and advance the story. These locations are beautifully drawn in the Fairy Tail Anime art style everyone has come to love. Recreate your favorite battles from the anime, just make sure your heroes are well enough prepared to attain certain victory against your foes!

The game is designed for 2-5 players and can be played in about 90 minutes. The rules are easy to learn, so even if you're new to board games, you can jump right in and start playing. The game also has a lot of replay value, as each playthrough can be different depending on which characters you choose and which quests you decide to undertake. Being able to improve your playstyle while having a brand-new experience is a blast. The many available heroes give you real flexibility while creating your party.

Heroes of Fairy Tail is a well-crafted board game that captures the essence of the anime series while offering a unique and engaging gameplay experience. Whether you're a fan of the series or just looking for a fun and challenging board game, this one is definitely worth checking out. And who knows, maybe playing this game will even improve your own magical abilities. Just don't be too disappointed if you can't summon a fire dragon on your first try! It takes years of magic training to achieve that level of power... *Heroes of Fairy Tail* will be available online and at your favorite local game store in August of 2023.



Players take turns drafting Hero cards and assembling them in the best way possible to use all their abilities. They must also activate actions to fight adversaries, acquire precious advantages, and accomplish quests before the other players to gain prestige. The gameplay loop keeps players engaged and gives the ultimate *Fairy Tail* experience. The player who can gather the most points at the end of the game will become the greatest hero of the realm!

The game features beautifully designed game pieces, including miniatures of all the main characters such as Natsu, Lucy, Gray, Erza, and many others. Each character has unique abilities and skills that you can use to defeat your opponents and complete quests. As you progress through the game, you can level up your characters and unlock new abilities to make them even more powerful. Those unique character abilities are straight from the Anime and will delight fans and newcomers alike. Just like in the Anime, each character boasts

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BEHEXT

THE QUESTION THAT BEHEXT US ALL!

BEHEXT

SND 0071 \$44.99 | Available Now!

PART I - THE QUESTION

The three of us have long been part of the Smirk & Dagger Instigator crew. Out of the blue Melodee asked a simple question, "What would happen if we turned *Hex Hex* into a deck builder?" Spoiler alert – you get *BEHEXT*, a very unconventional, backstabby deck-builder, launching this month from Smirk & Dagger Games. Yet the story behind it wasn't that simple.

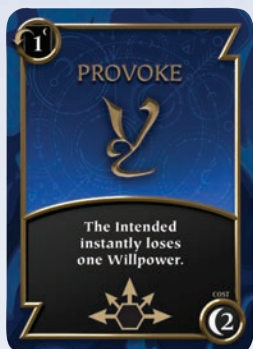
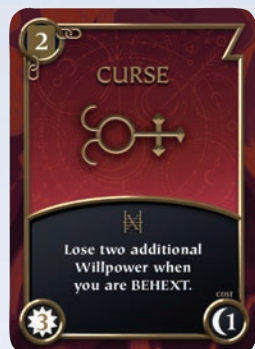
Hex Hex was Smirk & Dagger's first game back in 2003 and, unbeknownst to us at the time, Curt was just about to retire the game after 14 years of continuous print. It's a spell-slinging, chaos-filled, "take that" style party game – and a favorite amongst the Smirk & Dagger crew. A hex is cast and ricochets around the table as players deflect it back and forth, changing its power until someone runs out of options and becomes Hexed. But this simple question would change everything about the game and turn it into a strategy game that breaks a lot of deck-building expectations and makes for a very unique experience.

Melodee and Jonathan brainstormed and built the very basic prototype in a week. Essentially, setting costs and overlaying a way to buy cards, built on the existing *Hex Hex* cards. It was rough, but enough to surprise Curt with an official presentation at ProtoTO. In two rounds, he was excited enough about its potential to green light development. Greg kept things moving despite the pandemic by building the game in Tabletop Simulator and coordinating designers in three different states (and one province!) and time zones.



PART II - UPDATING AND MODERNIZING

Hex Hex cards were always text heavy; iconography showing the direction to pass the Hex and tightened keywords helped minimize the text, while a color-coding system for card classifications helped players quickly identify them from across the table.



PART III - THE POTATO

The game seemed to be working really well at this point – until one fateful playtest that highlighted a huge problem. We were too close to it. Much of the fun of the original *Hex Hex* was getting a random hand of cards, sometimes with chaotic or even negative effects, and then finding ways to abuse others with them without suffering their effects yourself.

Enter the "potato" strategy.

During one particular playtest, a player looked at the game and decided that the best course of action was to do nothing. They didn't buy any cards, didn't do anything other than pass the Hex with the basic cards in their hand. And they won – by doing nothing. TWICE! There was no mathematical, strategic reason to buy the chaos-inducing cards we loved, because their effects were just as likely to harm you as anyone else. It was an observation we needed to hear, and it changed the game.

Interestingly, the solutions are what makes *BEHEXT* stand out from other deck-builders. We had to create reasons for players to invest in dangerous cards. Certainly, buying Victory Point cards isn't uncommon in the genre. but in *BEHEXT*, if you want to buy any card worth Victory Points, it comes with potentially (or absolutely) negative effects.

Then we added cards to combo with those cards to mitigate their negative effects, forming added strategies to win. We adjusted the buying power of cards, so that





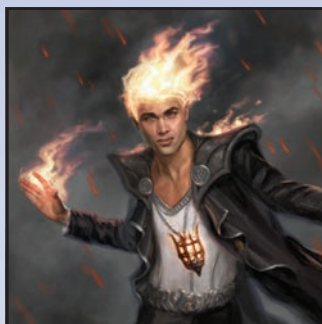
"great cards" were less effective at conjuring while "bad cards" had an added incentive for purchasing.

Before long, the "potato" strategy was a losing one – and investing in dangerous cards became an important path to winning, while preserving all the fun of their effects AND making for more interesting and tough choices for players.

PART IV – BATTLEMAGES

We always wanted to have asymmetric characters, with starting decks tailored to specific play styles that would appeal to different players. Greg and Jonathan took two distinct leads on this.

Greg sat down and looked at the card pool and came up with 12 different playstyles he thought were really supported by the cards. From there he created decks where each character started with a bunch of basic deflections, and three cards that reflected what the play style really was.



Meanwhile, my approach was to create "schools of magic" thematically, with names that pushed creatively. The last thing we needed were boring terms like 'Fire Mage' or 'Water Mage.' Jonathan wanted evocative names to help people align with the mindset for what kind of deck they would be playing. To push the field of expertise further, Curt felt that one or two of each Battlemage's power cards should be enhanced versions.

PART V – 4 LEVELS OF EXPANSION IN THE BASE GAME



The final big design decision was based around the Circles of Mastery. With over 90 unique cards in the full game, BEHEXT had a significant learning curve. Curt pushed us to break the game down into easier to digest portions. Start with the base game and six schools of magic, get familiar with the cards, and start to recognize their effects on sight – and when the speed of play has increased after a game or two, add more to the experience.



This on-ramping of new spell cards over time meshed thematically with the developing skills of the mages and became Circles of Mastery to graduate through. Each would also introduce a new Battlemage and their particular school of magic – as well as a new game mechanic.

After your first game or two, The Orderist can be added as the 1st Circle of Mastery, with their special blend of 'control' magic.

By the 2nd Circle, Inque introduces adaptive magic that can copy effects on the table – and provides End Game Bonus Score cards to reward deck construction goals.

The 3rd Circle features the heavy card draw effects of Dream Auger, which can extend a round for a bit longer.

The 4th circle is that big one and it is jam packed with new content. We saved it for the end because it adds The Multiplicatrix and all the cards focused on duplicating hexes, causing multiple copies of the Hex to fly around the table at once. This is how we intended the game to be played, with Hexes being deflected everywhere.



What's great about this graduated system is that the game grows with you and speeds play along at each stage. Opening each of the boxes is exciting as players discover all the new spell cards and expand their strategies with new spells and mechanics.

BEHEXT has been a long time coming – and an absolute passion project for the team. Curt laughingly says it puts his original game to shame as a "far more interesting and strategic execution of Hex Hex." We're flattered, but it's the game that started it all for Smirk & Dagger and, for a lot of us, the reason we came aboard as part of the Instigator team. BEHEXT has been more than a thrill to work on, and we can't wait to share it with you.

...

By Jonathan Lavalley, Melodee Smith, and Greg Millikin are the co-designers of BEHEXT and Smirk & Dagger Instigators

DAWN OF ULOS

Building a New World



DAWN OF ULOS

TWK 4600 \$69.95 | Available August 2023!

When you discover that the person who designed your game is an international arms dealer, you might decide to run away, or look more closely.

Thunderworks Games owner and designer Keith Matejka decided on the latter, knowing that Jason Lentz not only creates and ships giant cardboard robot arms for cosplay enthusiasts around the world, but is also a professional video game designer who began honing his board game design skills around eight years ago. Lentz began by experimenting with interesting mash-ups of popular board games with unique twists, such as "Settlers of Carcassonne."

Fast forward to this summer, and the world will see Lentz's first published board game, *Dawn of Ulos*, the design of which draws its early inspiration from the long-lived 1960's economic game, *Acquire*, and shares elements with games such as *Tigris & Euphrates* and *Small World*. Lentz challenged himself with a simple question: "How can I modernize *Acquire*?"

FROM STOCK TO CREATURES

Dawn of Ulos would eventually be crafted into a colorful, competitive, fantasy-themed board game with players assuming the roles of gods who coax and hinder armies of creatures into and out of a turbulent, nascent world. Thematically based in the ever-expanding fantasy world that's been christened The World of Ulos, *Dawn of Ulos* takes Thunderworks Games fans to the very beginning when Azema the benevolent, highest God of Dragons, creates the setting of Roll Player from her very breath.

As a new world, the game board features hexagons in six different terrain types on which five selected factions burst forth from rifts at the direct hand of 1-5 players. Six map sections can be arranged into thousands of different configurations.

The theme of Lentz's design ultimately becomes so well integrated into the gameplay that players can be forgiven for failing to notice the robust economic engine idling just below the surface.

Factions strengthen as they expand into their favored terrain types, and players who "invest" in a faction — that is buy cards of factions they want to support — stand to "profit" by collecting the most favor, the measure of success in *Dawn of Ulos*.



EBB AND FLOW

Of course, success is never guaranteed, especially as players inevitably put their support behind different factions, and the strength of factions rise and fall directly through player actions. Specifically, the flow of the game is driven by the placement of development tiles, each in the shape of two connected hexagons and illustrated with one or more terrain types. Players always have a hand of three tiles and begin each of their turns by overlaying one of their tiles onto matching terrain on the gameboard.

This is how factions grow, and in fact, how they enter play. That is when an unoccupied territory is created or expanded, a new faction of the player's choice can appear, as long as its base of three hexagons fits the available space. Represented by beautifully detailed 3D miniatures, creatures such as Minotaurs, Frogkin, Sheki and Ratfolk enter the game, along with any of the other six possible factions, though just five are selected for use in each game.

FACTIONS COLLIDE

It should come as no surprise that factions entering a new world at the whim of players will inevitably clash. Conflicts arise when the territories of two or more factions intersect during tile placement and must be resolved through combat.

Players can influence the outcome of each fight by contributing faction cards, but the final resolution is the sum of contributed faction cards and each faction's strength value, which is measured and recorded as factions expand into their preferred terrain types. The winning faction absorbs the losing faction(s) and becomes stronger!

A faction that continues to spread and win battles often becomes "legendary," rendering their faction cards more valuable at game's end. When a faction loses, it is eliminated from the main board, but players can still work to bring it back and improve its strength and value.

IMPROVING ABILITIES

While the quantity of various faction cards held by each player represent their ultimate support of each faction (and eventually are turned in for endgame "favor" based on each faction's strength), all factions have a special ability. Players can use an ability by playing a faction card — gaining its spoils value in favor — and resolving it. As a faction's strength grows, its ability becomes more powerful!

Only the savviest players who can manipulate the fortunes of mortals through shrewd wagers and strategic tile placement will emerge triumphant in *Dawn of Ulos*, the ultimate clash of warring gods.

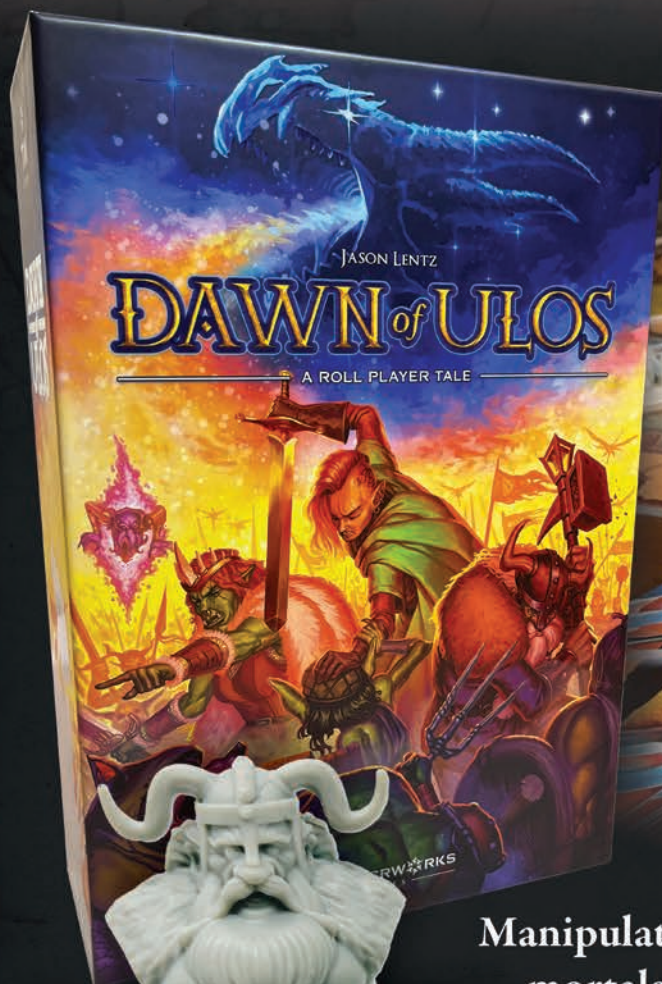
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Scott Bogen is the Digital Communications Manager at Thunderworks games and has been working in communications, design and marketing-related positions for nearly 30 years. He nearly always thinks about the ocean, smoking meat, and gardening.



DAWN of ULOS

Dawn of Ulos is an economic tile-laying game in which players compete in a game among gods!



Manipulate the rise and fall of mortals, shape a new world, invest in factions, and pit armies against each other.



Find us at Gen Con!

Street Date August 15th

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AKROPOLIS.

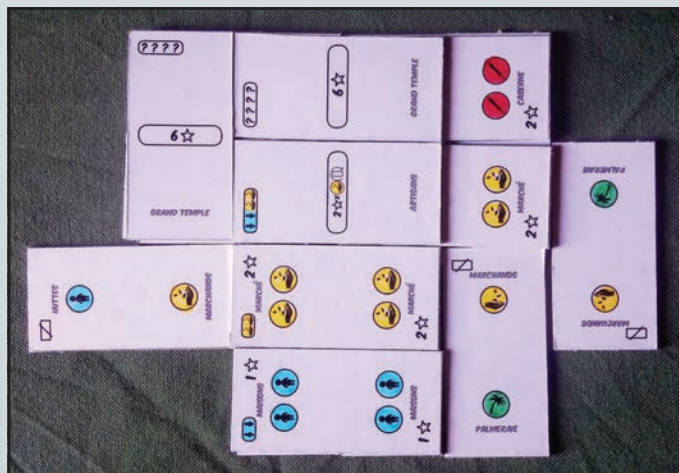


AKROPOLIS

HBG GAKR-EN\$29.99 | Available Now!

When I work on a prototype, my entire concentration is often focused on a game mechanism that I want to develop — but with *Akropolis*, this process happened differently. I was instead thrust into the challenge of making a game that would be very easy to understand, but also offer a true complexity of choices.

This desire came from playing *The Builders*, a game by Frédéric Henry, with my son. During the game, I was impressed by (and envious of) the simplicity and fluidity of the gameplay. At the time, I was working on several rather complex prototypes, and I realized what I really wanted to do was create a game that was as fluid as *The Builders*! Now I had my goal... but the infinite possibilities weren't really helping me achieve it.



Early Prototype

Since I was influenced by *The Builders* system, my first ideas involved a system of resource conversion — this game had players become alchemists — in which you had to “crush” resources on cards by placing the cards that needed these resources on top of them. This idea of creating a resource management game without resource tokens really appealed to me!

The experience wasn't incredibly satisfying, but I liked the minimalism of the components. However, this became the founding principle of what would be *Akropolis*: stacking the game pieces! As soon as I started testing this stacking notion, this mechanism immediately began echoing with a game design philosophy I'd had in mind for a long time. This philosophy would lead to a very specific development approach for *Akropolis*, which I call “The Cake”!

The Cake represents the act of construction you will do during the game and the structures each player sees at the end of the game, with you very proudly proclaiming, “Nice, I built that!” It's a very basic sentiment, but it's this pleasure that I wanted to nurture in each player during the game: the



Prototype

satisfaction of creating a unique object that will differ in every single game (and therefore be very personal), and which also represents the choices each player made on their turns.

This was essential during *Akropolis*' development: Knowing that it was this exact feeling I wanted to reach! There were very many incarnations of the prototype, with so many variations over the course of two years that some prototypes had hardly anything in common

with each other — but the important thing was that I always had this little voice in the back of my head that told me which direction to go. That little voice wanted a “cake”.





I borrowed the idea of this little voice, which made sure our objective was clear during the entire creative process, from Fumito Ueda, an amazing game designer who influenced an entire generation of video game designers through his work on the game *Ico* and his incredible thirst for refining gameplay.

At that time, and for a long time, *Akropolis* was called “Uruk”, named after a city with an orthogonal layout that was built on several stories (in addition to it being the first human metropolis, founded eight thousand years ago in Mesopotamia). This aligned perfectly with the prototype since at this point in development, the tiles were squares instead of hexagons. Quickly though, I changed the shape of the tiles to allow much greater flexibility to their placement options.



Prototype

With the idea of the “cake”, I wanted players to look upon their cities at the end of the game and imagine having built an entire city with a logical urban structure. Using my experience as an architect, I looked for what the districts of this city could be and what rules

might exist that would let these districts be placed logically.

These building rules were the final point in developing the gameplay experience. I didn’t want to leave players frozen with too many options. I didn’t want to have the “carte blanche” feeling in which you don’t quite know where to start to build your perfect city. Instead, it was much more practical to introduce placement rules that told you simply how to gain points if you followed them. Now, we asked the player to make choices that would give them the highest score, and in doing so create a realistic city.

All these different aspects were the backbone of *Akropolis*’ design. Over the next two years, I worked on various prototypes to make all these different notions come together. Several friends and playtesters helped me tremendously with my tweaks to improve the prototype, whether that was by pointing out weaknesses or magnifying the fun parts. Thanks for all your help! I would not be so satisfied with *Akropolis* without all your helpful comments.

Among all of these improvements were several attempts to simplify how players manipulated the “river” of tiles. It was Benoit Turpin, designer of *Welcome To...*, who had the amazing idea to increase the value of tiles the higher they were placed.

Then it was time to work with Gigamic, collaborating with project manager Delphine Brennan, and to refine the balance of all these mechanisms. The development finally ended after an incredible day with the Gigamic team, validating all the final rules around managing the “quarries”, “stones”, and the river. There was also a storm of tests with the “expert” variants. Thank you, Delphine and Gigamic, for your amazing publishing work!!!

Today, I’m so happy with all of the work that went into *Akropolis*, and I’m surprised that I still love the game each time I play it. It’s exactly the sort of cake I wanted to bring to your table! Whether you bought a copy at *Origins Game Fair*, *Gen Con*, or your local game store, I hope you enjoy it.

...

Jules Messaud is the designer of Akropolis.

PAINTING HAPPY LIL MINIS

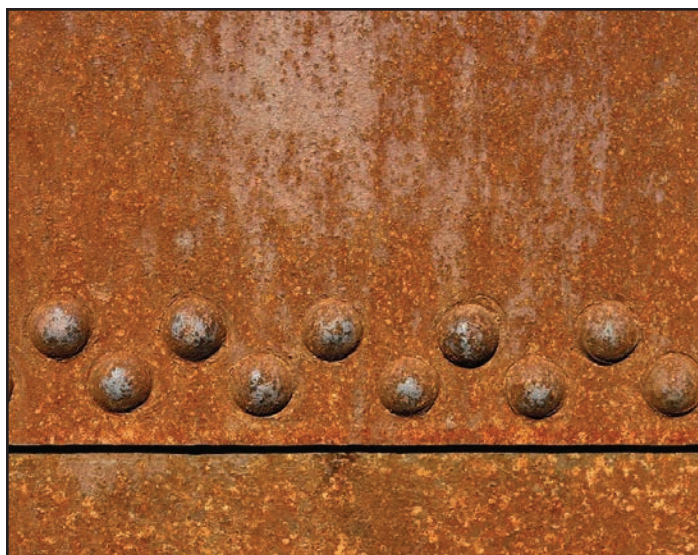


WITH DAVE TAYLOR

EPISODE #58: SPACE HULK WALLS

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.



RUSTY INDUSTRIAL

In quite a lot of wargaming settings – such as WW2, post-apocalyptic, and sci-fi – there are some great opportunities for going to town creating dirty, rundown, and heavily corroded terrain. When it comes to the recent setting for Games Workshop’s Kill Team and Warhammer 40,000 Boarding Actions, the halls and rooms of the space hulk *Gallowdark*, it is all about the rusty, broken industrial look.

When starting on a project like this it is a great idea to do some quick research to find the level of corrosion and degradation you are looking to present. This could be from minor rust and chipping paint, through to the approach I’ve presented here – complete corrosion coverage. You can always find photos online and, depending on where you live, you might be able to find some excellent examples near industrial or abandoned sites.

When going for the more subtle approach to rust, I would recommend you start with your iron/steel colors and then apply brown and orange washes to select areas (check out the last rusty terrain article from the July 2022 issue, but when you are going “all in” you can start with dark browns and desaturated oranges and work your way up to bright rust flakes and a small amount of freshly revealed metallics. One important visual component of rust is its texture. Drybrushing and stippling with a large, round brush can add this visual texture in a matter of seconds, and carefully building up your paint in several layers can give you a great look.

The terrain piece and miniatures used as examples on these pages are from Games Workshop’s Kill Team and Horus Heresy ranges.



I started with a coat of The Army Painter Matt Black spray primer.



I then sprayed a layer of The Army Painter Oak Brown spray from above, leaving the black showing in the shadows.



That was followed by a spray of The Army Painter Fur Brown spray, allowing the previous colors to remain in the shadows.



I then used The Army Painter Mighty Drybrush to stipple on some Vallejo Game Color Orange Fire to add some texture.



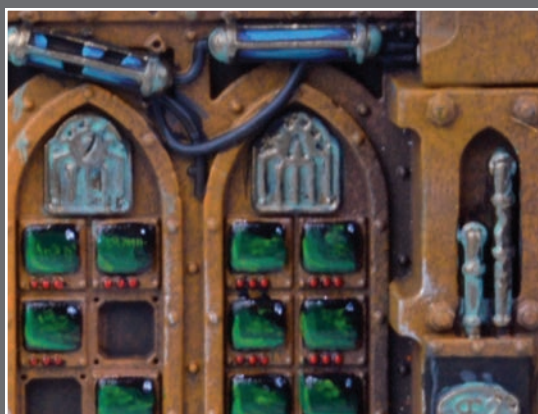
I picked out some chipped edges with The Army Painter Shining Silver.



And finally, I carefully picked out the various details like skulls, cables, pipes, and monitors.

CONSISTENCY IS KEY

When working on a large set of wargaming terrain, it can be tempting to try something different on each piece. While this can certainly be fun while painting, the final results once the set is all laid out are typically not as satisfying. I would suggest you approach painting a set of terrain much like you would an army – plan out your color scheme, take note of the paints you use for each detail, such as the pipes and plaques here, and be consistent.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



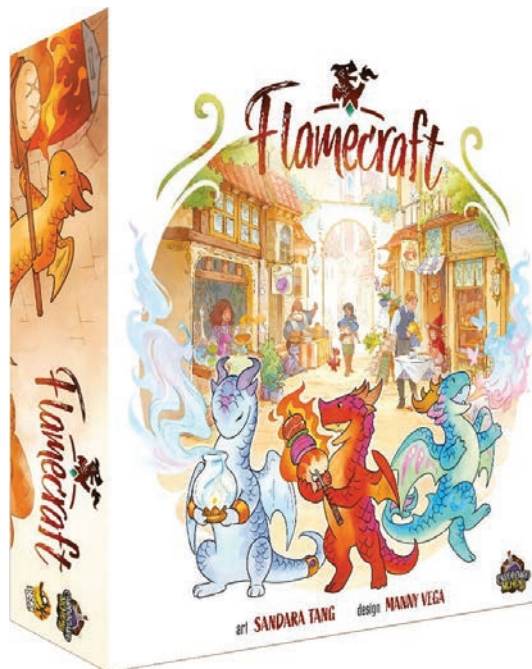
FLAMECRAFT (LKY CAO3001-EN)

From Lucky Duck Games, reviewed by Eric Steiger

 10 & Up	 1 - 5 Players
 60 - 120 Minutes	 \$39.99

A while ago, a cute little game about a cute little town of cute little dragons released, propelled largely by some of the most adorable art ever and some wonderfully awful puns. However, underneath all the beautiful components and ridiculously compelling theme, there is a truly satisfying resource management game that rewards careful attention and decisions. Now that it's available at retail, even without all the extra bells and whistles, is it still worth getting? The answer is a resounding "Yes."

In *Flamecraft*, you will be taking your citizen dragon from shop to shop, collecting resources and using those resources to enchant the shops to score prestige (victory) points, as well as collecting Fancy Dragons for your entourage for even more prestige. On your turn, you must move your dragon to a shop, and either gather resources there, or enchant it. If you gather resources, you'll gain some of the 6 different types of resources (bread, meat, herbs, metal, gems, or potions) - one for the type of shop, as well as one for each dragon of that type working there (up to 3), plus any enchantments already on the shop. You may then play a dragon from your hand to an empty space on the shop, *if* that dragon's type matches the space, and then take a reward for doing so - usually a coin (which can be used as either a wild resource, or a victory point) or a Fancy Dragon. If you fill up the last empty space in a shop, you'll add a new shop to the town. Next, you may "fire up" one dragon working at the shop, activating its power. Each of the 6 types of dragons has a different power: metal dragons grant you 2 units of any one resource available at that shop; herb dragons allow you to gift a resource to an opponent for 2 victory points; bread dragons allow you to draw a new dragon into your hand from the city park (which is the only way to repopulate your hand of dragons), etc. Enchanting a shop, on the other hand, costs you resources, but if you spend the resources shown on one of the 5 face up enchantment cards, and it matches the type of the shop you are at, you can enchant the shop to score the prestige points shown on the enchantment. This is the primary way to earn victory points. As an added bonus, it also allows you to fire up *all* the dragons working at that shop (they are very excited about the enchantment), which can net you a nice bonus. The game ends when you run out of either enchantment cards or dragons. That's it.



Naturally, though, that's really *not* it: your Fancy Dragons are also *secret missions*, which can be earned through playing dragons to shops, or in other ways. Some Fancy Dragons only take effect at the end of the game, scoring you a bonus based on your resource position or the arrangement of the shops; others are "sun dragons" and you play during the course of the game to grab points at the most advantageous time. Additionally, every shop beyond the six starters has a special ability that can be used to your advantage.



There's no question that the theme and aesthetics of this game are top-notch. You will never stop chuckling at the names of the shops, and the adorable dragons are a delight, but the gameplay itself is engaging, rewards careful planning, and allows for some incredibly powerful late game combinations of chaining dragon activations and shop special abilities for maximum benefit. Despite that complexity and depth, however, we were still able to teach it to my seven-year-old son, and while he didn't win, he stayed competitive and in the game the entire time. To me, this is the definition of a "family strategy game", and if that's what you're in the market for, grab the retail version (which contains a gorgeous neoprene rolled town mat) and go to town.

...

Eric is your friend, and friends wouldn't let you play bad games.



CLASH OF CULTURES: MONUMENTAL EDITION (WZK 87515)

From WizKids/NECA, reviewed by John and Isaac Kaufeld

 14 & Up	 2 - 4 Players
 120 - 180 Minutes	 \$149.99

You stand in the knee-deep grass of a rolling prairie. Mountains to the east give way to a gleaming lake stretching beyond your vision to the north. A forest blocks your view west but promises a bounty of resources.

That's where you begin in *Clash of Cultures: Monumental Edition* from WizKids games.

This 4X game (eXplore the world, eXpand your reach, eXploit the resources, and eXterminate your enemies) puts you in charge of either a basic early civilization or one of 15 historical ones. Either way, it's up to you to ensure that the world remembers your civilization's name far into the future.

Let's look at the top five things you need to know about this sprawling tabletop extravaganza.

THERE'S A LOT IN THIS BOX

Clash of Cultures: Monumental Edition is really two games — plus a promotional expansion — in one big box.

First, it's a revised version of the original *Clash of Cultures* game published in 2012. Next, you get the 14 unique civilizations and expanded gameplay from the *Clash of Cultures: Civilizations* expansion. Finally, there's the 15th civilization — the Aztecs — which was originally a promotional item given away at the 2014 Spiel in Essen, Germany.

In *Clash of Cultures: Monumental Edition*, WizKids updated everything from the rules and special abilities to artwork and game components and made it all fit into a single massive box.

PEERING INTO THE RULES

Given everything in the box, you might wonder whether the rules make the game clear or muddy its waters.

Good news: They got it right. The rule book's visual design makes *Clash of Cultures: Monumental Edition* easy to learn and play.

Everything that goes with the expansion is visually identified with a blue-black background. Expansion rules are done in white text on the same background. The design choices make the book accessible to players who have issues seeing color and easy to use for everyone.

SIX ACTIONS TO RULE THEM ALL

The game's primary mechanics revolve around six actions players can choose among during their turns. You can do different actions or repeat the same ones (with one exception which we'll talk about in a moment).

The Advance action moves your civilization through its unique technology tree or government advancements. Moving units is how you explore world and get your military in position to conquer and control.

Founding a city replaces one of your settler pieces with a shiny new settlement, which you can then grow into a powerful reflection of your cultural prowess. Activating a city lets you either gather resources, construct buildings, or recruit new units. Increasing happiness ensures nothing bad happens there.

And then there's influencing culture, which really fired our imaginations.

CONQUERING WITH CULTURE

The influence culture action caught our attention as one of the most interesting things we've seen in a 4X game. This mechanic elegantly models how people become intrigued by what other people are doing, and may change their behavior accordingly.

As a player's city grows in the game, it can use its cultural power (measured through its size) to influence other player's cities. The game plays this out by letting you combine a die roll with culture tokens to

replace a building in an enemy city with one of your own. The building still works for the other player, but it gives you a victory point at the of the game.

Influence Culture is also the exception to the rule about repeating actions. You can only succeed at Influence Culture once per turn.

THE RIGHT TOUCH OF RANDOMNESS

Since this is a 4X game, it naturally relies on the interaction between each player's strategies and choices. But what's life without a little bit of randomness?

Clash of Cultures: Monumental Edition delivers the perfect level of chaos and frustration through the barbarians and pirates.

Barbarians are introduced in the basic game, with pirates floating in on the *Civilizations* expansion. Barbarians maintain their own settlements and armies. They move, battle, and even capture

cities. Similarly, pirates interfere with trade routes and ship movement.

Worse, both of them block resource collection in their spaces. However, players can fight both to earn gold, take over their settlements, and more.

VERDICT

There's plenty to love in *Clash of Cultures: Monumental Edition*. It starts with an excellent take on the classic 4X game system. You also get the choice between playing it as a fully asymmetrical game or giving each player identical abilities and technologies.

The game's replay value starts out high thanks to the variable map setup. Then it goes off the charts by adding the *Civilizations* expansion. Speaking of the map, we both loved the way the game handles exploration thanks to its hidden, random map generation.

Our only frustration involved tracking all the changes and bonuses that the tech tree gave us when it's late in the game. There's a lot happening, and we got a little bogged down keeping track of it all.

Clash of Cultures: Monumental Edition delivers a solid 4X game experience with just the right balance between technology development, government systems, and military power. We give it a solid recommendation if 4X-style play sets your heart aflame.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



BIRDWATCHER (RGS 02326)

From Renegade Games Studios, reviewed by Brian Herman

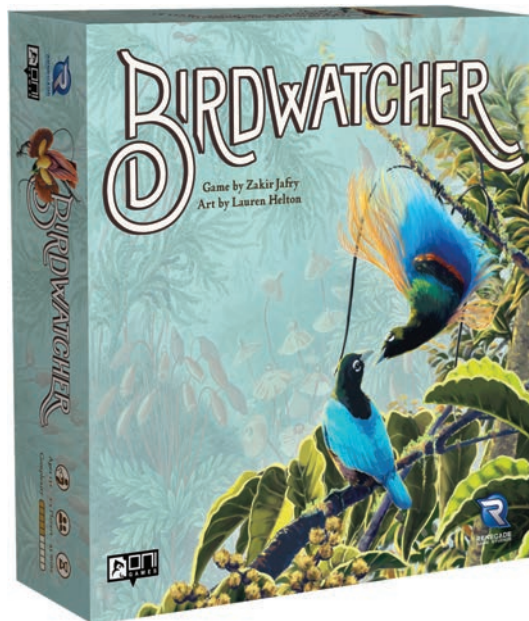
 10 & Up	 1 - 5 Players
 25 - 60 Minutes	 \$40.00

One of my favorite things about the number of games I play is finding new “old favorites.” Games that fit like a well-worn set of sneakers, that feel both familiar and flexible at once, worthy to play on both a serious game night as well as a night when I want to be more casual. I’m happy to say that Renegade’s *Birdwatcher* firmly found a home in this category from the first time I opened the box and started my career of crouching near the forest with a camera and a set of binoculars. Read on to join me in a journey of collecting sets of exotic birds and creating publications in an experience that is both fun and satisfying at once.

The setup for *Birdwatcher* is easy enough to jump in. Each player is given a player board that is both their “Tree” and a quickstart guide for how to play. The area above the tree is where birds will accumulate for you to take pictures of, and the area below your tree is the photo journal, where you will collect birds and publications to be scored in the endgame. Two main boards are placed into the center of the play area. The clearing, which will start blank but has 6 slots for birds to occupy, and the academy/jungle board, which has three slots for each of these areas. A publications deck is shuffled and placed next to the Academy and the Bird deck is shuffled and placed next to the jungle. 3 face up birds and publications are drawn and placed face up into the appropriate slots. Finally, each player receives 4 birds from the deck face up atop their tree. The player who most recently saw a bird is given the first player token and the game can begin.



To play *Birdwatcher*, each player has 3 actions on their turn that they can spend for a variety of effects, some taking 2 of their allotted actions for the turn. The first and most common action is “Taking a Photo”, moving a bird from the top of your tree to the leftmost space underneath it, while startling another bird and placing it in the clearing. Another action is “Performing a Bird Call,” which allows you to choose a specific birdcall from the available birds in both the clearing and the jungle and place those birds atop your tree, keeping in mind you can’t have more than 6 there at any given time. You can also perform the “Run into the Jungle” action which moves all birds from the jungle to the clearing and refills the jungle from the bird deck. Alternatively, you have two advanced actions you can take that



take 2 of your available actions to perform. “Zoom Lens” allows you to take a photo of a bird in another player’s tree, at the cost of moving one of your birds to their tree and granting them a bird from the deck as well. “Publishing” allows you to choose one of the available publications from the Academy and place beneath your tree as well, each of these having potential to score many points.

Throughout the game, both players will trade turns back and forth, trying to collect sets of birds and publish items into their photo journals until either a single player hits a set number of pages (cards) beneath their tree, or a card must be drawn from the bird deck but cannot because it is empty. Play then continues until each player has taken an equal number of turns as indicated by the first player marker. All players then score the items underneath their tree and receive bonus points for publications, most diversity in birds, etc. with the highest value being the winner.

Birdwatcher is one of those rare games that feels satisfying no matter how you choose to play it. If you’re a competitive player, you will attempt to steal birds from your opponent’s tree as well as flush out and bury birds into the clearing they are after. If you are a more casual player, you may stay focused on your own board, trying to create complete sets of birds. No matter how you choose to play, you will finish *Birdwatcher* with a sense of pride and satisfaction as to your results. That to me, is what makes a game become an “old favorite,” that I can unbox and play again and again with smiles around the table.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG’s Smash-Up, WizKid’s HeroClix line, as well as classics like Settlers of Catan and Munchkin.



DAWN OF ULOS (TWK 4600)

From Thunderworks Games, reviewed by Whitney Grace

 14 & Up	 1 - 5 Players
 60 - 90 Minutes	 \$69.95

My first exposure to tabletop fantasy games was the high fantasy series *Dungeons & Dragons*. For those unfamiliar with the scale, high fantasy is your typical magical, medieval world a la *Lord of the Rings*. I typically approach the genre with caution and caffeine because it is generally the most common fantasy level encountered in pop culture.

What's awesome about the genre, however, is creators are always reimagining high fantasy's potential and that's what I admire about Thunderworks Games' *Dawn of Ulos*. For example, the cover art is phenomenally executed: there is a dragon constellation breathing fire onto a tumultuous battlefield where all manner of supernatural creatures battle one another. And when I peered even closer still, I saw a sword-wielding elfen female alongside a female orc - the remarkable thing being that they're clothed in practical battle gear and not simply there for eye candy. That's something I can respect and a game I will pick up to learn more about.

The aforementioned dragon constellation is the goddess Azema the Benevolent, who creates a new world of unity, Ulos. Azema wants all the mortal races from separate planes to live in harmony, instead they battle over new territory. The war for Ulos brings more gods into the fray, who are curious about who will triumph. Players take on the roles of gods, who use their influence to manipulate the war's outcome. The gods select their favorite mortals, alter the environment, and pit mortals against each other as they attempt to win Azema's favor.



With that premise, *Dawn of Ulos* is loaded with items. There are six map sections, one Power Board, one first player marker, 48 development tiles, 10 camp markers, 18 rift tiles, 10 strength markers, 160 faction cards, 70 lantern cards, five element cards, five reference cards, five player mats, 77 favor tokens, 12 pillar tokens, and one Ulrir mat (for solo mode).

Before the game begins, players randomly assemble the interlocking map sections into a 2x3 grid, place the Power Board next to the map, the rift tiles are shuffled, and then one is placed face down in each wasteland spot. Players then select which god they want to be.

They shuffle and pile the development tiles and favor tokens near the board. Players decide on which factions to have in the game, then prepare camp and strength markers and faction cards. The first player gets the player maker.

During their turn, players must conduct three steps in order. The first step requires them to place a development tile on the map. There are some restrictions placing a tile and it also triggers events: starting conflict, collecting a rift tile, adjusting faction power, and building a camp. Most of the gameplay happens during the first step and it's wise to carefully consider one's strategy with every decision.

Taking an action is the second step, and it's optional; players can either buy cards or use an ability. They can buy up to three faction cards. Using an ability is more complex because the action ability differs from conflict. It's important to keep this in mind.

Lastly, players draw a random development tile from the pile. Rift tiles have unique effects and only one can be used per turn. The game heads into the end phase when the development tile supply is gone and if any two factions have reached legendary strength. Everyone keeps playing until each player has had the same number of turns. The winner is the player with the most Favor tokens.

In the solo mode, a player will compete against Ulrir, the Warden of Wayward Souls, and the ultimate objective remains the same.

Thank goodness *Dawn of Ulos* has a manual with detailed instructions, otherwise it's like jumping into the middle of high fantasy book series or TV show without context. While the world is amazing, if you don't know the rules you aren't going to survive.



It's a challenge figuring out strategical tactics and how one detail affects another, along with the purpose of every accessory. I'm extraordinarily grateful that Thunder Works added the solo mode, because I practiced with it several times before I played against a real opponent. Unless you're a seasoned gamer, practicing in solo mode and then advancing to real players is the best way to learn the *Dawn of Ulos*'s rules.

The expansive and wonderful amount of gameplay rules with minimal stories on the mortal races is a great exercise in world building. If players are inclined, they can create their own characters, background stories, and more for the world of Ulos.

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



GOSU X (HBG SWGOS-EN)

From Sorry We Are French, reviewed by Thomas Riccardi

 14 & Up	 2 Players
 20 - 40 Minutes	 \$34.99

Far across the reaches of time and space lies the Jalaanx universe — a place where demigods have battled since the dawn of time. Eight immortals vie for power as alliances are forged — and sometimes broken on the same day. Do you have what it takes to draft a massive army and take control of this universe, or will you succumb to defeat at the hands of your enemies? This is the setting of *Gosu X*, a new game from the folks over at Sorry We Are French (review copy provided by Hachette Board Games).

When you first open this box you will realize that good things come in small packages: there is a rulebook, 16 wooden pieces, eight immortal tiles, a board and a cloth bag. However, the star of this show has to be the beautifully illustrated 120 cards that come with the game. These represent the eight clans that make up the game and they are Xi'an, Goan Sul, Phoenix, Galmi, Tomorrow, Narashima, Justice and Abhilasha. Each of these clans have fifteen cards each, ranging from Troops and Heroes to the mighty Immortals.

Setup is easy as you place the board between the players and set out all the wooden tokens such as Supremacy Tokens and Activation Tokens. Each player starts with two activation tokens and after determining who goes first, the first player will pick their initial clan and then the other player selects two. This is reversed until each player has three clan decks in their hand.

The game is played over a course of rounds and during your turn you can perform one of four actions:

Play a Card to Your Army: The playfield is set into three rows, troops (level I) are placed in the bottom row, Heroes (level II) in the middle row and Immortals (level III) in the top row. The first card you will play is a Troop. Cards are always played left to right and to play these cards you must first discard two cards from your hand to play the matching clan troop. However, if you already have a troop of that clan and want to play additional troops you can do so for free.



To play a Hero card, two conditions must first be met: they must be of the same clan as one of your Troop cards and there must be more Troops than a Hero (i.e. you cannot control two Heroes with one Troop). In order to play an Immortal, the same conditions must be met, i.e., the Immortal needs to be from the same clan as one of your Heroes and you cannot play more Immortals than you have Heroes.

Make a Shift: Most of the cards have a shift cost which means they may be replaced with any other card from your hand of the same level. To do so, you choose the card in the army you want to replace and pay the shift cost by discarding that many cards in your hand. Once you do that, you resolve any effect that comes into play on the new card.

Spend One or Two Activation Tokens: These tokens are used for drawing additional cards; one token is used to draw an additional



card while two is used to draw an additional three cards. You can also spend activation tokens to use some of your cards' special abilities; choose carefully — once it is activated it cannot be activated again.

Pass: You can pass your turn; however, you cannot pass if you have at least one activation token in your hand. These need to be spent in order to pass. Once both players have passed, the round ends and the Great Battle begins.

During the Great Battle, both players total up the strengths of their armies and the player with the highest strength wins the battle and a Supremacy Token. Whenever a player acquires two Supremacy Tokens they have won the game.

However, if there is no clear victor after the battle, play proceeds to the Song of the Dead phase. The players release any captured cards, and each player sacrifices half their cards rounded up and then draw cards until they have seven in their hand. Play then begins again.

There are other ways to win aside from collecting Supremacy Tokens. If you acquire five Activation Tokens or have 15 cards face up in your army, you also win the game. I should also note that the Goan Sul and Justice clans have their own victory conditions as well, so there's more than one way to win at this game.

Gosu X is a fast-paced game of combat that will have you coming back to again and again. For more information on this and other great games head over to <https://www.hachetteboardgames.com/> and get ready to meet on the battlefield.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

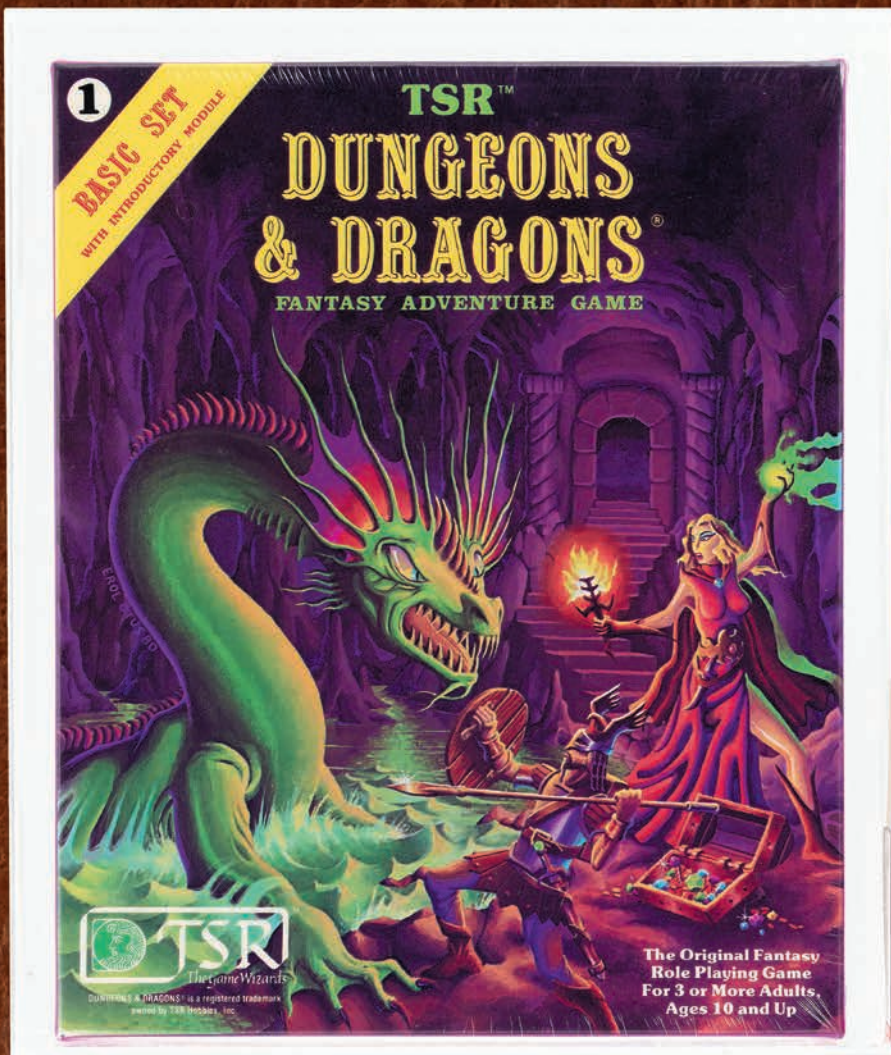


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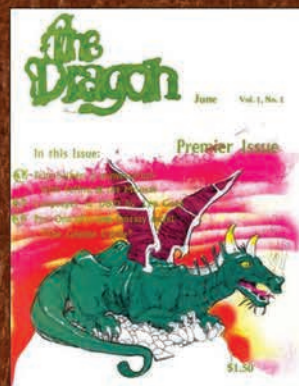
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One lucky winner will a copy of the fantastic game above, courtesy of our friends at Thunderworks Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on June 28th and will close on July 24th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

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IN THE MOUNTAINS OF CENTRAL APPALACHIA

blood runs as deep as these hollers and just as dark.

*Since before our kind wandered into these hills,
hearts of unknowable hunger and madness
have slumbered beneath them.*

Long before anything human roamed the Earth, the Appalachian Mountains towered tall and menacing. Their might was made a prison and tomb for beings of immeasurable malice and incomprehensible madness. But time shows no mercy, not even to mountains, and now they lay bare and worn like an old man's spine. The walls of the prison grow thin, and those that have slumbered soundlessly for millennia begin to stir.

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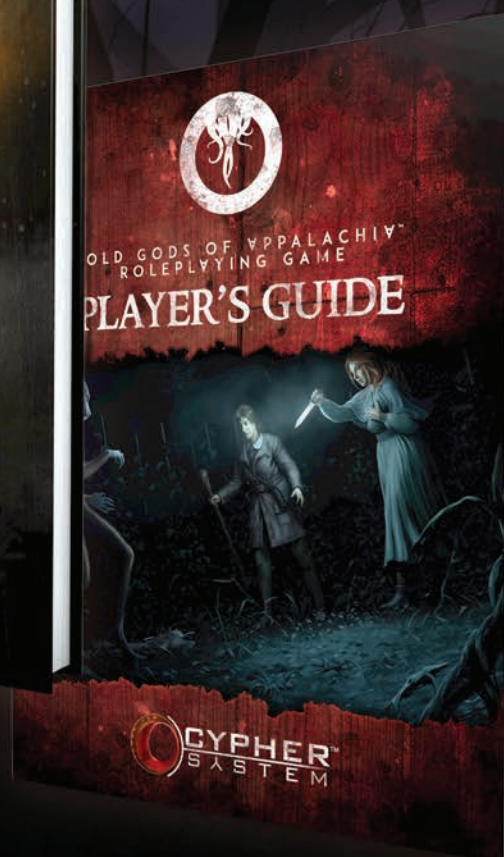
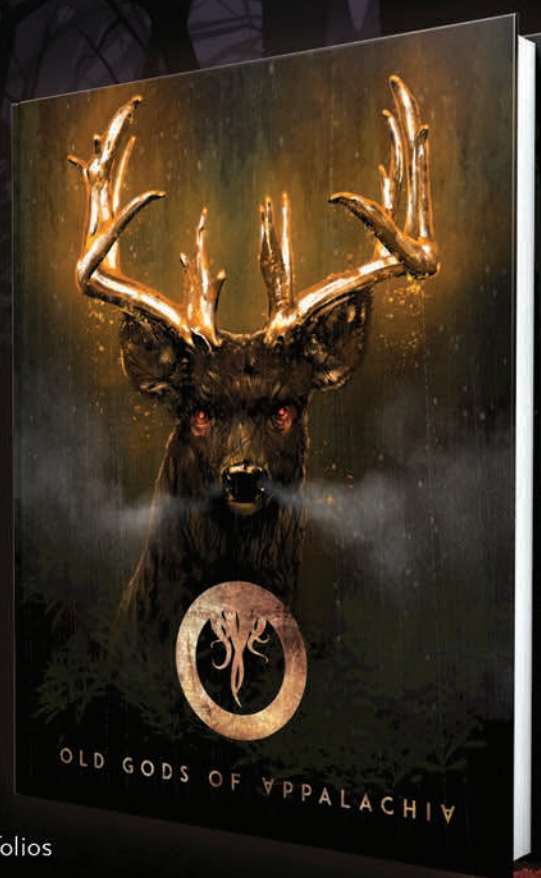
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